

March 1992 No. 121
£2.10
SU
SINCLAIR USER
For ALL Spectrum owners!
YOUR MOVE CREEP!
ROBOCOP 3
HE'S BACK!
AND HE'S ON THE COVER TAPE!
GREAT 8
GAMES
UTILITIES
& CHEATS
No Great 8?
Ask your
Newsagent
WIN THE TOP
10
ALBUMS!
Lemmings!
Hacked
30 Levels
THE SU CREW
ARE BACK!
ON TAPE!
Robocop III - Demo
Dark Sceptre, Freaky
Footy, Prize Game -
Doomdark's Revenge
PLUS!
The Ultimate Hacking
Utility - Monitor!
SU Crew on tape! with Tips
Amazing and Pokemania
03
9 770262 545021

THE BEST IN QUALITY GAMES



AT POCKET-MONEY PRICES! ONLY £3.99 EACH

ALL AVAILABLE FOR: **SPECTRUM** · **COMMODORE** · **AMSTRAD**

HIT NAMES · HIT GAMES · HIT SQUAD

THE HIT SQUAD · P.O. BOX 350 · MANCHESTER M60 2LX

contents



SOFTWARE



REGULARS

WIN THE TOP 10 ALBUMS 38

A chance to win the top 10 albums from those wild thangs at the **HIT SQUAD.**

Over **90 PRIZES** are on offer so no-one can afford to miss it!

ROBOCOP 3 PREVIEW 43

All the very latest on **OCEAN**'s (and latest possibly greatest game of the film **ROBOCOP 3**.

GREAT EIGHT 4

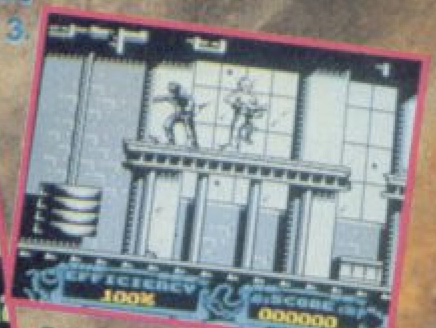
What a corker this month! We've got the world exclusive **ROBOCOP 3** demo, the amazing full games **DARK SCEPTRE**, **FREAKY FOOTY** and the prize game **LORDS OF MIDNIGHT**. We've also got a clever hacking utility called **MONITOR** the SU Crew **VISUAL TEST**, 18 game cheats with **TIPS AMAZING** and Graham Mason's very own load-in pokes with **POKEMANIA!**

HACKING SQUAD 12

The Hacking Squad has been infested this week with rodents. And whilst our girlie tipster, Hannah Smith, scaled the office walls using her nails and three cans of hairspray, the rest of us wrote out the **megatips** to all **38 levels** of **LEMMINGS.**



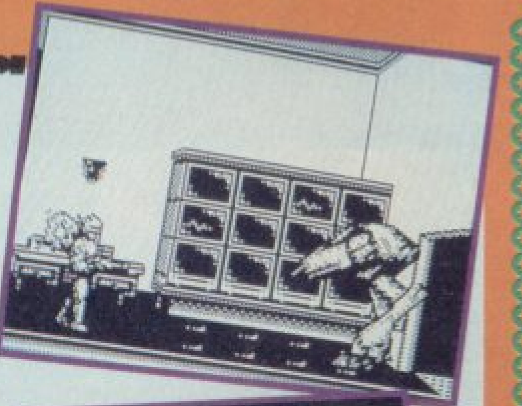
Yes, them pesky critters LEMMINGS have been tamed in Hacking Squad



ROBOCOP 3 MEGA EXCLUSIVE It's all on pages 43, 44 and 45 for three pages of COMPLETE preview!

THE GREAT

LOADING INSTRUCTIONS: Both 48K and 128K owners should load from 48K basic using the LOAD "" command.





ROBOCOP DEMO 128K only

Yes, it's here. Finally, after months of begging, pleading and a little bit of skulduggery, SU presents the very first chance for you to see Robocop 3 on your Spectrum. All you have to do is to press SPACE to flick between the various screens that will appear in the finished game and the demo comes supplied with a twangy little tune. So to get a taste of those superb graphics, get loading now!

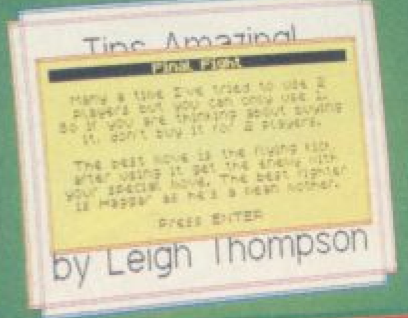
FREAKY FOOTY 48K

A big chance for all to don your sheepskin coats and rise to the top in a totally out of this world footie management game.

Play the very fruity role of Mango Jones, space archaeologist extraordinaire who in the course of his travels discovers the fabled world of OOJI, a planet inhabited by a race of wobbly creatures known as the Wibbles. The Wibbles are a silicon-based life form who have developed in a completely different way to other human beings but who, somewhere in the course of their development, managed to discover the delights of a game called soccer football. Now they want Mango Jones to put all his earth experience into managing a Wibble football team.

Features include selling and buying stars (football ones, not space ones), training schedules, league statistics etc. Full instructions on control and gameplay will be scrolled on screen and then it's up to you to get to the top of this crazy space league.





TIPS AMAZING 48K

Leigh Thompson, resurrected yet again from cold storage in his ex-Soviet Communist party freezer, is back with more tips amazing. As usual, the menu allows you to choose which tips you want, all freshly prepared for you by the ice-man himself.

Tips Amazing Cheats:

Simpsons
Double Dragon III
Final Fight
Hudson Hawk
WWF
Super Space Invaders
Smash TV
Lemmings
Round The Bend
Road Runner
Sam Coupe Klax
Super Cars
Darkman
Turtles 2
International Speedway
Tai Chi Tortoise
Santa's Christmas Capers
League Challenge

SU PRIZE
LORDS OF M

Although now over seven years old, Lords of Midnigh
of the best adventure games ever to be loaded int

OH, BUT I'M TELLING YOU THE PLOT! BUT...

You must overthrow the evil witch Doomdark and restore order to the lands of Midnight and when you start the game, you control just four lads out on the town. They are: Luxor the Moonprince and his son Morkin, Rorthron the Wise and Corleth the Fey. The computer takes the unenviable, but romantically evil role of Doomdark and controls his quarter of a million iceguards warriors and something called 'The Ice Fear' which can sap whole armies courage and have them all running to the toilet. Worse still, it can even make some desert to take up sides with Doomdark. So why should four likely lads from the sticks want to tangle against this lot? Well, because they can win...

JOIN THE ARMY, SEE THE WORLD

Thanks to Luxor the Moonprince, our side has the Moon Ring which gives him powers of vision and command. He can basically look through the eyes of any of his selected allies and pass his commands onto them. This is especially useful when the allies he commands have large armies tucked away somewhere. The ring also radiates protection from the Ice Fear and the protection is greater the nearer you are to the wearer. Hurrah for the ring!!

The ring also radiates a warmth that allows Doomdark to know roughly where the wearer is at any one time. (Booo!)



CONTROLS

Keyboard

E = Eye. This key allows you to see the eyes of the selected character and in the direction that he's facing. If whilst using this option you hit a compass key, then the character will turn to look in the chosen direction.

1-8 = Compass points. 1-North; 2-Northeast; 3-East; 4-Southeast; 5-South; 6-Southwest; 7-West; 8-Northwest:

U = Night. Press this once you've made all of your moves for the day. Doomdark will now make all of his moves. The results of any night battles will be shown at dawn.

M = Select. This gives a list of all characters that are currently allies. Once you select one of the allies, the display changes to the look option for that character. The four main characters under your control have their own keys as detailed below;

C = Luxor **V** = Morkin **B** = Corleth the Fey

N = Rorthron the Wise

Q = Move forward. This nudges your selected character one location forward in the direction that he is facing. He won't be able to move however, if he's exhausted or something is in the way.

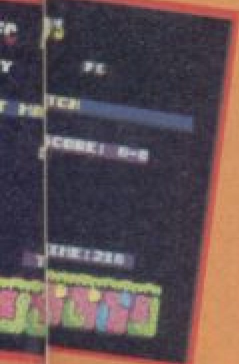
T = Choose. This key will present you with a special list of options that are available to your character - depending on what situation he may be in. This list of special options includes; SEARCH, HIDE (when character is without an army), RECRUIT LORD, REPAIR DEFENCES etc. The choices available can also indicate a characters personality. For instance, a brave character will always be able to attack the enemy.

R = Think. This works like an inventory but gives details regarding the character's state of health, location, personality, armies under their control and any battles that they've fought in last 24 hours.

D = Load. The load game option, this will allow you to load up a previously saved game.

S = Save.! No prizes for guessing here. This option will allow you to save out your current game.

G = Yes J = No



POKEMANIA 48/128

Graham Mason's amazing load-in pokes with new boogie on down 128K only soundtrack! Pokes this month are for:

Double Dragon II	Double Dragon III
Captain Planet	Rick Dangerous I & II

GAME

DNIGHT



ight by Mike Singleton, is one
nto a Spectrum.



e

y.

ou

s;

n

DANGER! You can't restart a game in Lords of Midnight. To commence play again you must load in the whole of the program from scratch. There's just not enough memory left over after storing over 4000 locations and 32,000 different views is there?

THIS MONTH'S PRIZE GAME PASSWORD CLUE IS:

"They're in your possession but the embarrathing thpasms won't stop until you end with a K ".

SU PASSWORD PHONELINE

If you can't work out this amazingly simple clue then scope out this page next month for the answer. However if you're really itching to get your hands on Lords Of Midnight call the SU Password Phoneline, it will cost you less than a quid but it'll give you the password to a game well worth £3.99 or more.

0839 500819

Calls cost 36p per minute cheap rate and 48p at any other time. Remeber to always ask permission if you don't pay the bill.

Length of call is less than two minutes.

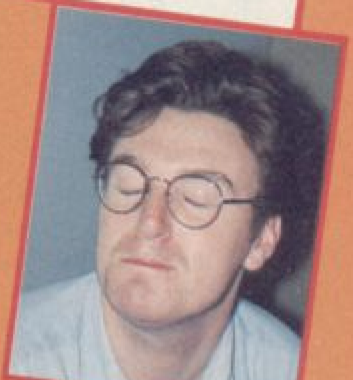
SU CREW

Garth Sumpter



Still a little stroppy after being frazzed by an alien particle accelerator (see pages 30-31), Garth is finally back at the helm of SU again. Will he remain this time or is he just coasting along waiting for the call of the Space Trackers? Who knows? One thing's for sure. Wherever he ends up, it's bound to take that look off his face.

Alan Dykes



Since his cloning as S.C. Headrush, Big Al has done everything to avoid excitement. This has curtailed his habit of putting exotic fillings into his bagels and has even made him spend most of his time with eyes closed. This has made him feel far more relaxed but we wish that he'd not snore so loudly when the boss is about.

Tina Zanelli



The new advertising manager of SU got off to a bad start. She managed to take over from ex-manager Jerry Hall just in time to get sucked off into the hold of an alien space ship and be replaced for two months by a T.I.N.A. sales robot. But now she's back and just bouncing about her new position.

Yvette Nichols



Despite tons of fan mail asking her to bare her all in a full-size poster, Yvette has forgone the dubious pleasure of being a pin-up on the planet Rictus 7 and has returned to the relative safety of her Macintosh. Now she's back, all she has to do is to try to understand how to use it.

Matthew Denton



Child prodigy and superstar Matthew came to SU as a work experience with exactly the wrong attitude for Garth. He actually wanted to work and poor Garth was worn to a frazzle just finding him work to do. For having worn Garth to within a hippy-head hairs breath of exhaustion, Matthew has been awarded "Work Experience Bod of the Year" and he can come for a return match as soon as Garth is completely recovered.

5

EDITOR: Garth Sumpter • DESIGN: Yvette Nichols • SOFTWARE EDITOR: Big Al' "Bagels" Dykes • GIRLIE TIPSTER: Hannah Smith • ADDITIONAL DESIGN: Jane Davies • SU CREW: John Cook; Pete Gerrard; Phillip Fisch; Graham Mason; Matthew Denton • AD MANAGER: Tina Zanelli • AD PRODUCTION: Emma Ward • MARKETING MAN: Mark Swallow • MARKETING WOMEN: Sarah Ewing; Sarah Hilliard • PUBLISHER: Graham Taylor • MANAGING DIRECTOR: Terry Pratt • (c)1992 EMAP IMAGES • 071 - 972 6700 (bring,,bring!) • FAX 071 - 972 6701 (beep,..beep) • SU, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU • Colour by Proprint • Printed by Kingfisher Web. •

THE GREAT 8

MONITOR 48/128K



It gives you a useful insight into what programs do when they are in your Spectrum. You can externally manipulate programns to see what going on and to change them.

To USE: Load monitor first and then load in the program you want to look at using the monitor's load command.

Now use the following keys to manipulate the program. **(NOTE:** All commands expect a four digt HEX number to be typed.

Z - The white cursor is waiting for you to input the address in hex)

E - E line allows you to see the last command typed in.

Y = Return to Basic (QUIT)

P = HEx dump.

A = Block move. Type in START FINISH and WHERE TO

S = Saves out any loaded program.

H = Continue (as BASIC command)

J = Jump to address. (e.g JUMP 0000 would be a reset.

K= Save Code. (Headerless save; type **START** (hex no, **LENGTH)**

L = Load (To load in a program for viewing

C = Load a headerless program.

V = Prints the name of the loaded program

M = Alter program. (e.g. enter adress then type in new two digit HEX number.) ENTER moves you to next location, X exits)

Q = List basic program. (e.g. type in Q001, and then keep pressing enter to see basic program as the computer sees it.

X = Aborts current command and returns to cursor.

SPECIAL SU CREW 48K

In the SU Crew puzzle you will find two digitised images of each of your favourite Crew members, they will look similar but there are actually ten differences between them. Your job is to find and highlight these differences using a cursor square guided by up, down, left, right and fire buttons. This has to be done within a time limit and believe me it isn't easy. All instructions are included in the game.

Dark Sceptre

1) The FIRE button during WATCH does not toggle between "stopped time" and "real time". Instead it switches the view instantly to any fight your warriors are involved in (if you do want to stop time, just choose any option other than WATCH).





2) Which teams are friends and which are enemies is preset at the beginning of the game. You cannot in any way change the friend-enemy status of a warrior. Befriend him and he is regarded as a friend. Insult him and he is regarded as an enemy.

3) The SCAN option only allows you to look at the map. You must always use WATCH to select warriors.



4) When specifying a place to GO TO during PLAN (using the map), you can only select junctions.



5) RELEASE also releases a warrior from PETRIFICATION (not, as stated, ossification!).



6) To destroy the DARK SCEPTRE, you just have to seize it! Assuredly even that's not easy.



Useful Tips

1) Only MYSTICS can successfully CHARM, CURSE, BEWITCH or RELEASE.

2) You will hear the sounds of any fight one of your warriors is involved in, even if it's off-screen. Pressing FIRE during WATCH will get you straight to the fight.

3) You will hear a snatch of music whenever any warrior change sides, even if he's off-screen. Usually this will be someone joining your side. If you want to find out who it was, check on your warriors' orders. Warriors with orders you haven't given will be the new recruits.

4) Petrified warriors (i.e turned to stone) will not move off or take fresh orders. However, they will fight if forced to and can kill or be killed.

5) Warriors EN GARDE are either in a fight or about to be in a fight. They will ignore further orders until the fight is over.

6) No more than one fight is in progress at any one time. This allows you to keep a better eye on what's happening.

7) Warriors, very chivalrously, will not attack a warrior who is already in a fight or waiting to fight (i.e a warrior EN GARDE). This sometimes means you find a whole bunch of warriors standing by near a fight all waiting their turn to try out their swords. A lucky way of getting past defenders.

8) The colours of the team are :-

UMBRARG'S (Shadow Lords)	**RED**
VERDAN'S	**GREEN**
TYRIAN'S	**PURPLE**
KUANO'S	**CYAN**
AURIC'S	**YELLOW**
GRISUL'S	**GREY**
YOUR OWN	**WHITE**

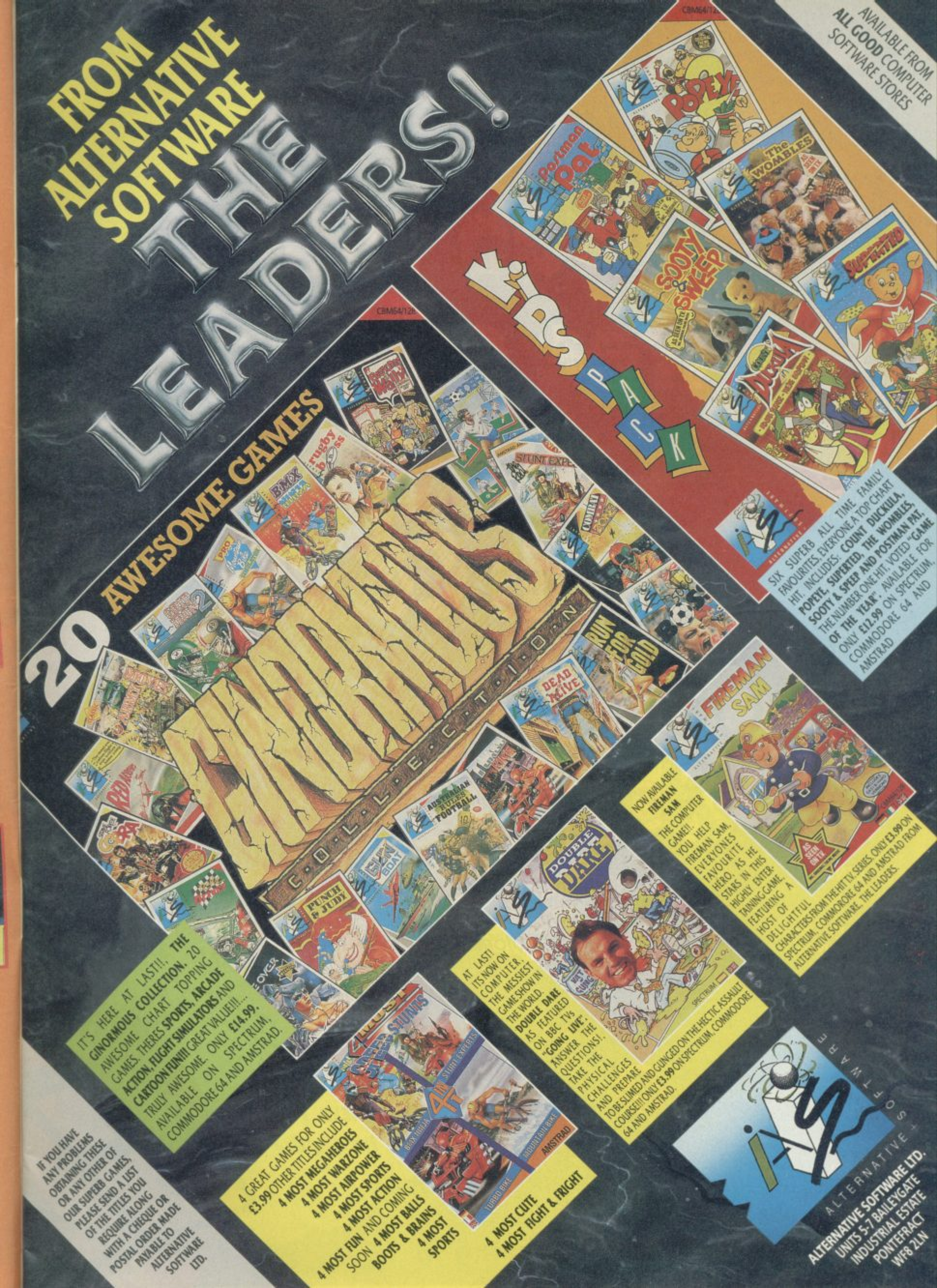
9) The outcome of a fight depends on the qualities of the two warriors. There is no random element. If both warriors have exactly the same fighting qualities, the attacker wins.

10) Just setting off to KILL ENEMY or GRAB DARK SCEPTRE without preparing the way first is simply suicidal.

PROGRAM by MAELSTROM GAMES BY :-
MIKE SINGLETON
DAVID GAUTREY
ALAN JARDINE

LAST MONTHS PASSWORD

So, you waited a whole month, so here it is. The answer to last month's password for Sweevo's World was **BAGELS**.



FROM ALTERNATIVE SOFTWARE
THE LEADERS!
AVAILABLE FROM ALL GOOD COMPUTER SOFTWARE STORES
KIDS PACK
SIX SUPERB ALL TIME FAMILY FAVOURITES, EVERYONE A TOP CHART HIT. INCLUDES: COUNT DUCKULA, POPEYE, SUPERTED, THE WOMBLES, SOOTY & SWEEP AND POSTMAN PAT, THE NUMBER ONE HIT, VOTED "GAME OF THE YEAR". AVAILABLE FOR ONLY £12.99 ON SPECTRUM, COMMODORE 64 AND AMSTRAD
20 AWESOME GAMES
GINORMOUS COLLECTION
IT'S HERE AT LAST!!, THE GINORMOUS COLLECTION. 20 AWESOME CHART TOPPING GAMES. THERES SPORTS, ARCADE ACTION, FLIGHT SIMULATORS AND CARTOON FUN!!! GREAT VALUE!!!... TRULY AWESOME. ONLY £14.99. AVAILABLE ON SPECTRUM, COMMODORE 64 AND AMSTRAD.
NOW AVAILABLE FIREMAN SAM THE COMPUTER GAME!!. YOU HELP FIREMAN SAM, EVERYONES FAVOURITE HERO, AS HE STARS IN THIS HIGHLY ENTERTAINING GAME, FEATURING A HOST OF DELIGHTFUL CHARACTERS FROM THE HIT TV SERIES. ONLY £3.99 ON SPECTRUM, COMMORORE 64 AND AMSTRAD FROM ALTERNATIVE SOFTWARE, THE LEADERS.
AT LAST! ITS NOW ON COMPUTER, THE MESSIEST GAMESHOW IN THE WORLD. DOUBLE DARE AS FEATURED ON BBC TVs "GOING LIVE". ANSWER THE QUESTIONS!. TAKE THE PHYSICAL CHALLENGES AND PREPARE TO BE SLIMED AND GUNGED ON THE HECTIC ASSAULT COURSE!!! ONLY £3.99 ON SPECTRUM, COMMODORE 64 AND AMSTRAD.
4 GREAT GAMES FOR ONLY £3.99 OTHER TITLES INCLUDE
4 MOST MEGAHEROES
4 MOST WARZONE
4 MOST AIRPOWER
4 MOST SPORTS
4 MOST ACTION
4 MOST FUN AND COMING SOON 4 MOST BALLS BOOTS & BRAINS
4 MOST SPORTS
4 MOST CUTE
4 MOST FIGHT & FRIGHT
IF YOU HAVE ANY PROBLEMS OBTAINING THESE OR ANY OTHER OF OUR SUPERB GAMES, PLEASE SEND A LIST OF THE TITLES YOU REQUIRE ALONG WITH A CHEQUE OR POSTAL ORDER MADE PAYABLE TO ALTERNATIVE SOFTWARE LTD.
ALTERNATIVE SOFTWARE
ALTERNATIVE SOFTWARE LTD. UNITS 5-7 BAILEYGATE INDUSTRIAL ESTATE PONTEFRACT WF8 2LN

READY

STEADY

GO!

GAMEBOY

GAME GEAR

LYNX

PC ENGINE GT

GAMEBOY

GAME GEAR

LYNX

PC ENGINE GT

GAMEBOY

GAME GEAR

LYNX

PC ENGINE GT

Got a hand held?

Grab your free edition of HAND-HELD GO! VIDEO GAMES with C&VG

- *More hand-held action than you can stuff down your trousers!*
- *Gameboy, Game Gear, Lynx and PC Engine GT - we take them all to pieces and tell you which is the best!*
- *chock-a-block full of the latest reviews and previews on the greatest hand-held games in the world!*
- *Latest and greatest, it's BRITAINS ONLY HAND-HELD CONSOLE MAG - and it's free with C&VG!*

GO! Grab it quick - it's going fast!

UPfront

JOYSTICK JAPES



Spectravideo, the joystick people, have just announced three new additions to their Logic 3 range of chillin' joysticks. The last one we saw here in SU Towers was a strange beast called the Stingray - a gun style handle with forefinger trigger and a short joystick mounted on top. It took a while to get used to but was still a good mover. The latest additions are a tad more conventional though. All are table top 'sticks, the smallest of which is the Alpha Ray which has handle mounted switches and a compact base, the mid sized one, the Sigma Ray, is similar but has base mounted switches too. The largest one is the Gamma Ray, a major piece of gear with stopwatch, digital counter and more buttons than you can shake a stick at. All three come with dual plugs, making them compatible with most machines including the Spectrum. In your local shops very soon!



NICE GOING BIG BOY!!

The Nintendo Gameboy, as seen in SU's consoles feature late last summer (and if you really don't know what one is at this stage you must have had your head buried firmly in the ground for the last two years) has recently raced away with a very clean pair of heels at the British Association of Toy Retailers awards. The Gameboy was named Toy Of The year after sales of 400,000 were recorded for all of 1991. Previous winners of the prestigious award were Lego and Trivial Pursuit. Up there with the big boys eh?, If you ain't seen Nintendo you ain't seen nothin'.

Further news on the Gameboy is the confirmed existance of a colour machine. Not a lot is currently known about it except for the fact that it is due for release in Japan this year with the USA next on the delivery list. Success may well ride on the new Gameboy's battery life, lack of which is one of the main problems with current colour handhelds such as the Atari Lynx and Sega Gamegear. Unfortunately it also seems that mono Gameboy games, of which there are hundreds available, will not be compatible with the new machine but it's size should still make it popular.

UPfront

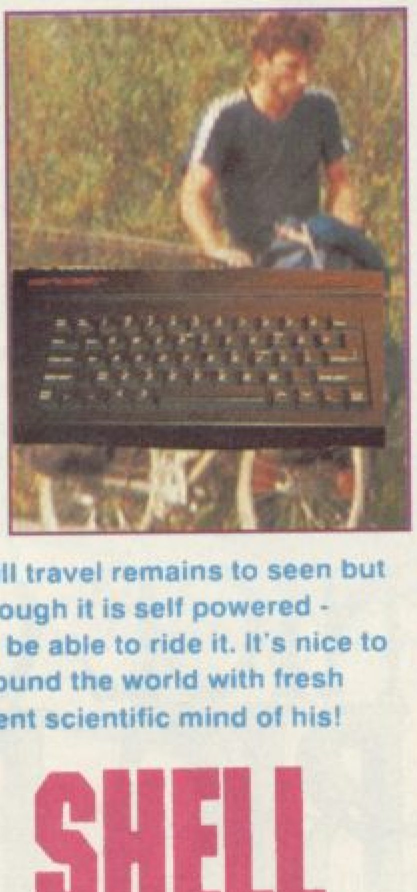
I'M SO DIZZY...



I firmly believe that everyone must have heard of Dizzy. The eggy fellow has been in countless Codemasters adventure and arcade games and has hatched tons of imitators, not least from Codies themselves (see Seymour and the forthcoming Steggy Slug).

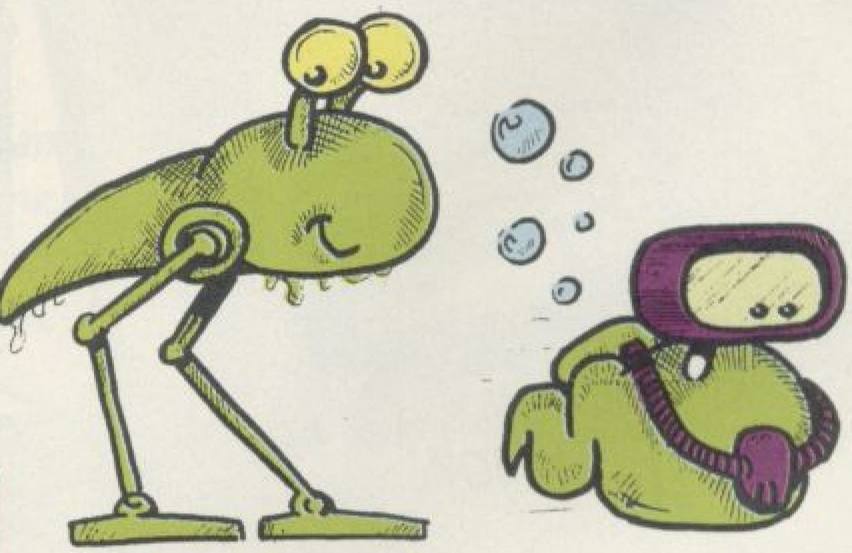
According to David Darling, Codemasters' Managing Director, they've recieved so much fan mail and had so many requests for Dizzy gifts that they've decided to launch a complete range of Dizzy merchandise. It includes mugs, clocks, caps, t-shirts and sports bags and prices range from just £3.99 to £12.99 which isn't really too much to have to shell if a Dizzy clock or cap is eggs-actly the sort of present someone close to you would like.

RECYCLED GENIUS



Sir Clive Sinclair, the esteemed inventor of the Sinclair Spectrum is now producing a new electric dream machine to follow in the skidmarks of his second most famous (or infamous) product, the C5 electric automobile. Taking advantage of recent technological breakthroughs it appears that he is about to launch the electric powered bicycle. What it will look like, how fast it will go and how far it will travel remains to seen but the good news is that even though it is self powered - fourteen year olds will legally be able to ride it. It's nice to see that Sir Clive can still astound the world with fresh rumblings from that magnificent scientific mind of his!

CODIES SHELL OUT AND DIG UP SLUG HERO

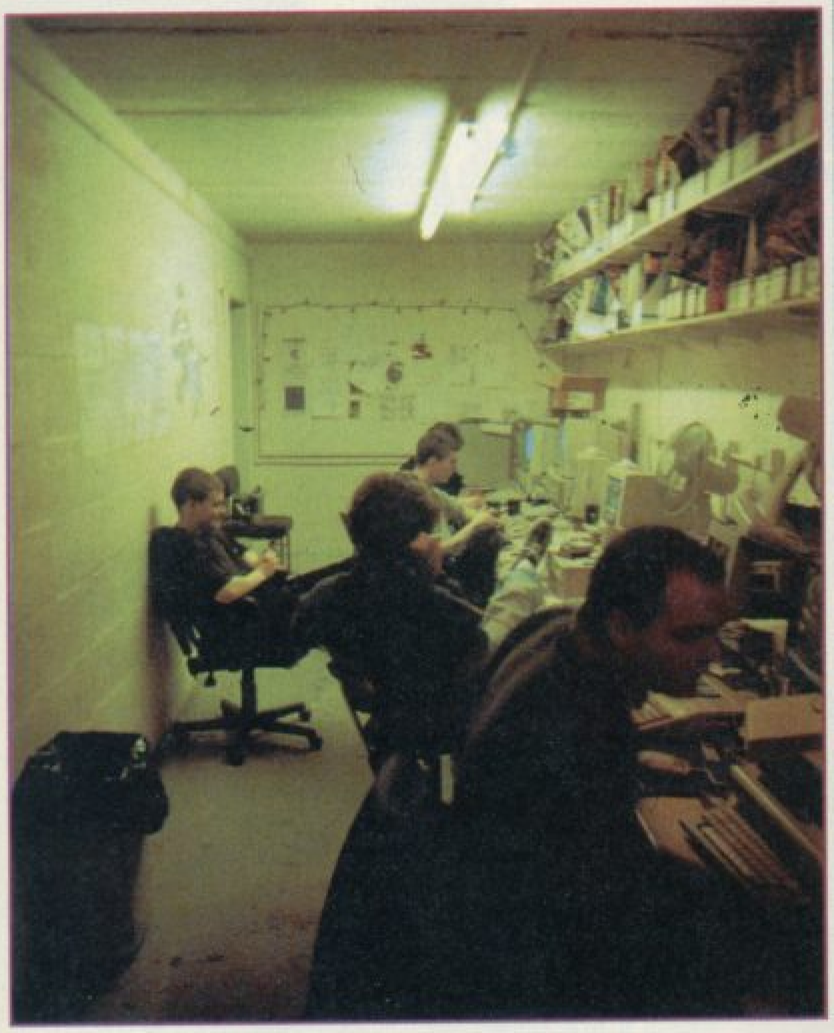


The world has been looking for a brand new hero ever since Dr.Who finished his last TV series and finally put away the dodgy synthesiser sound effects. As usual Codemasters claim to have come up with the solution to the problem. It's brilliant, if we all lived in a Codmasters' world there would be no more wars, famines or aircraft disasters, the only danger would come from bouncing eggs, burgers, fruit and the odd troll or gatekeeper. Unfortunately we don't live in a Codmasters' world but just to lure us into a false sense of security they've kindly come up with yet another super hero for us. He's cute, he's invertebrate and his name is Steg.

Steggy, as his friends call him, doesn't set out to be a hero but has the mantle thrust upon him by virtue of being a Slug. Sounds strange? It is. But remember Dizzy is an egg! Slugs give birth to lots of little slugs (known as t'yungunz) as part of nature's course and in the game you must help Steg feed his ever increasing brood of babies by picking up as many underground bugs as possible. You can also pick up special objects which all add up to a super bionic slug, known as RoboSteg. RoboSteg is capable of gathering even more food for t'yungunz. No final release date has been set for Steg but it should be out very soon. Keep an eye on SU for more news, unless you're a gardener of course!!

OCEAN'S BATTERY FARM SHOCKER!!!

Here it is! Captured on film for the very first time, this is the dungeon where Ocean breed their factory farmed games testers in cramped and inhuman conditions, and kept there for 24 hours a day.



The cramped and inhuman face of battery farmed games testers. One 60 watt fluorescent tube lights the 'horror chamber' where testers are chained to their seats for up to 18 hours a day.

Our intrepid reporter broke into the high security compound by disguising himself as a Black Forest gateau in order to supply us with these horrific shots. He says that battery farmed games testers are chained to their seats and forced to play video games for up to 18 hours a day without rest. They are kept in artificial light which is turned off for only six hours a day in order to simulate darkness.

We at SU believe that we must bring a stop to these atrocious conditions and believe that these never before witnessed scenes of depravity and desperation should strengthen the argument for the government to legislate in order to make it easier for software producers to use free range games testers.

Ken Lockley, a spokesman for Ocean said, "It's a load of old rubbish. If it wasn't for battery games testers we wouldn't be able to supply the amount of high quality games that we do. Free range game testers tend to be expensive, lazy and keep nipping off to buy pizzas. Our battery game testers work in excellent conditions, are fed with the top notch food we supply, except for some very dodgy Black Forest gateau - and they all still lead normal(ish) and fulfilling lives."

GAME: TNT 2 LABEL:DoMark MEMORY: 48K/128K TAPE:£12.99

TNT 2

Big Al'



At the price, Domark are offering a reasonable pack here. With games that were all full price within the last 13 months and the fact that Domark do not release onto budget, then the pack represents good value for money.

scores

OVERALL 84%
Garth Sumpter

Well now, TNT 2 really is a little stick of dynamite. All the games are relatively recent in origin and with the exception of Skull and Crossbones, all have above average playability with good movement. The real star of the show though (for me) is Robot Monsters.

Boom! When Domark released yet another five game TNT collection to spice up the cold 1992 spring air we decided to really test it by locking it up with Phil Phisch in SU's specially padded games room for three days with 16 vindaloo curries, five gallons of Dr. Pepper's and a microwave. Mahn did things get hot and sweaty in there!



Jake and Duke show the power of teamwork.



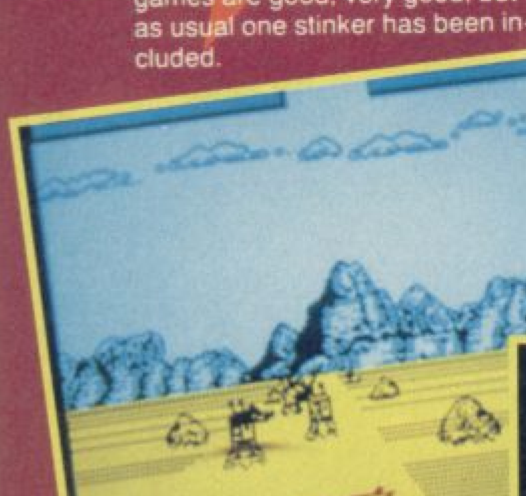
In the Badlands no-one can hear you scream...



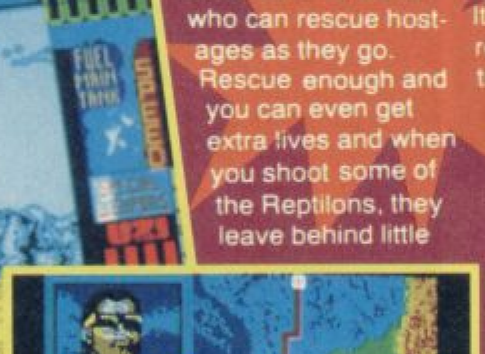
A superb racing game with teeth! If you can't get past 'em, blast 'em!

This is essentially an odd gaggle of games with three action racers, a shoot 'em up and a beat 'em up. Some of the games are good, very good, but as usual one stinker has been included.

Escape from the Planet of Robot Monsters, has up to two players working their way through the Reptilians' stronghold on planet X, as either Jake or Duke who can rescue hostages as they go. Rescue enough and you can even get extra lives and when you shoot some of the Reptilons, they leave behind little energy blobs which if you collect, will recharge your gun to give you bigger, longer blasts.



Hydra's a bit wet but frantic



Life as a water courier means never having to say "No!"

Hydra was first released last July - the story of a high tech water-bound courier delivering in danger zones around the world. Action is fast and dangerous in each of eight missions, shooting as many baddies along the way as possible. Delivering goods and disposing of the enemy gets loadsa' money which is spent in 'Ziggy's Weapon Shoppe'. It's not an original game and can become boring and repetitive but nevertheless, it demands fast reactions and driving skills. (Like dodging Garth's car).



Pirates are FAST loosers eh kids?

Badlands was actually an excellent race game when it first came out. It's only real problem was that it was released last Christmas at the same time as Virgin's most excellent, Ivan Stewart's Off Road Racer. Badlands is an overhead view race game. A sort of cross between Death Race 2000 and Mad Max, you are a sprint car racer in a post-apocalyptic society, who must earn points in order to further customise your car between races, with turbo's, tyres, missiles and even shields. Once you're juiced up, it's back onto the track. A great game and surely one of the best white-knuckle, nerve snapping racer 'cum blaster available.

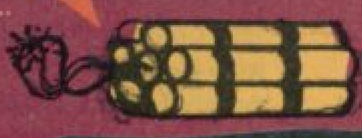


STUN Runner's tangled web.

In short, Skull and Crossbones is the stinker on the collection. It's a sad, sad tale of piracy, theft and maiden rescuing japes that's let down by poor graphics and very little gameplay and is best left alone. It's only redeeming feature is the two player option but unfortunately even in this mode it won't keep you going for long.

And neither will S.T.U.N. runner. Unfortunately, it's just not my cup of tea at all. You pilot a Spread Tunnel Underground Network Runner through 24 levels of various tunnels. You can pick up turbo speed up-pads, smart bombs and can even pass out into the great outside, but wherever you find are, the action remains repetitive and dull. This latter two games are the ones to watch on this compilation. Although I didn't like STUN Runner, as a conversion of the successful Atari coin-op, it will have its own fans. It's very difficult to say the same for Skull and Crossbones however.

For those of you who are willing to pay 13 for three games that you'll definitely like, then TNT 2 is for you. If not, then you should approach the compilation with a little caution, although remember that Domark don't release any of their titles on budget...



GAME: Neighbours LABEL: Impulze MEMORY: 48K/128K TAPE: £10.99 DISK: £15.99

Neighbours

Scores

GRAPHICS	55
SOUND	42
PLAYABILITY	80
LASTABILITY	56
OVERALL	62%

Matthew Denton

For a full price game, Neighbours is about as enjoyable as listening to Dorothy Burke for one whole TV episode. A two - player option might have saved this somewhat, but if it were my money, I'd go for something that would last for weeks rather than a couple of hours. One for the budget label perhaps?



Dodge between the flashing traffic bollards and pick up the bonus cans. Is this really Neighbours?

What sort of game could a Neighbours game be? Impulze couldn't have made it into a beat 'em up (although a Mrs. Mangel bashing game could have been very enjoyable), or into an adventure game where you have a quest to find an original script.

So what does the game involve? Well, Impulze have come up with a 3-D racing game with Scott Robinson on his skateboard - amazing!!!

The other contestants each have their own type of transport, ranging from Matt on his motorbike, to Henry on his nitro injected lawnmower of doom. There are four locations to race around including such delights as Lassiter's Complex and Anson's Corner, with two races at each, split into three laps (isn't life complicated in Ramsey Street, eh?) In each lap you must pass through a number of slalom gate thingies, that fat-boy Harold has scattered everywhere.

Scott also has an energy bar in the form of his popularity. By hitting obstacles Scott loses popularity (Bring me my coloured coat) so smashing into the old bat Mrs Mangel does nothing to boost your chances of success (although satisfaction is guaranteed).

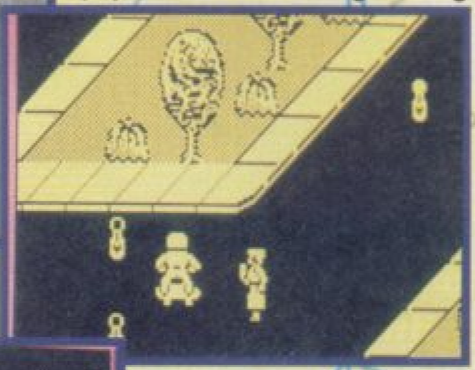




Jason Donovan, man, haircut and ex neighbours star. It is a little known fact thet Garth used to star in neighbours too.

In-game graphics are quite awful, featuring bland backgrounds and poorly animated sprites. The scrolling keeps up with the action well enough by jerking painfully about the play-area. Sound is equally as bad with a pitiful rendition of the Neighbours theme tune and dire spot effects.

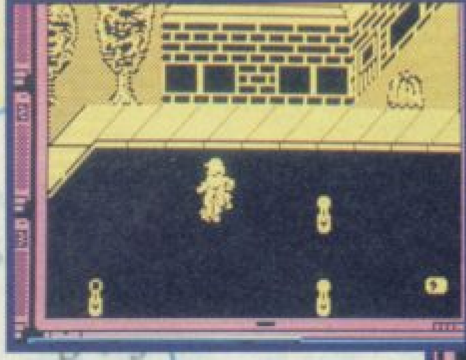
But where Neighbours falls flat on it's face is in the lack of variety. Although careering around the tracks is quite fun at first, it soon gets tedious. Just because the T.V. program is so popular with little change or originality, there's no reason to believe that the computer game can get away with the same bland formula - in fact it's this lack of spice that wipes out any possible long-term enjoyment. Neighbours is a game best left to the brain-dead vegetables of the world, who do not value normal things like money or sanity.



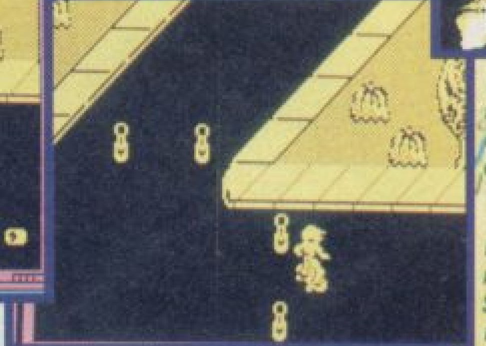
Scott boosts his score thanks to that 100 point bonus. More, more!!



It's the fight of the century - in the blue corner, Scott Robinson and in the red corner, Mrs. Mangel...



Controlling Scott's scateboard antics takes some practice but is actually a lot of fun. Unfortunately there's no variety.

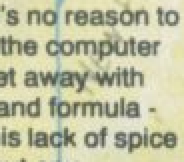


It's yet another desperate race to the finish between Scott and... erm, well, no-one else really.

Neighbours Fax: Whose Song Is It Anyway?

When you think of the stars in Neighbours you think of them acting (well trying to anyway). But in fact, many Neighbours stars have very successful singng careers. Amongst these are Kylie Minogue and Jason Donovan, Craig McLochlan and Stefan Dennis. Future Neighbours singing stars include Todd Landers (aaargghl), the Alessi twins (phwoaart) and Harold Bishop (actually we might be lying about this last one).

Garth:



Neighbours, naah di naah di, neighbours. I was excited when I heard that Zepellin had got this license so I was disappointed to see it become another race game. It's Paperboy on a skateboard only not as interesting. A missed opportunity.

INDEX



HACKING SQUAD

He's such a slave driver, that Garth. I'm sure he was born with a whip in his hand (actually it quite suits him). Anyway, we've got loads of lov-er-ly tips, POKEs, hints and cheats this month - but I want to see more, much more. I want the SU office to be literally bursting at the seams with your letters. I want to see envelopes cascading over the desks, exploding from filing cabinets, swelling up in...(yes, that's enough of that thankyouverymuch). Suffice to say, that, as usual there is £50 worth of goodies absolutely gratis to you, gentle reader, for the best of the Hacking Squad crop.

So go to it. Give the SU postie a hernia and send me those tips at The Hacking Squad, SU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



Ever-hopeful - Hannah Smith.

HANNAH'S POKEs

Mike Every has sent in the following POKEs which might help someone somewhere finish a game which has been driving them mad for far too long.

Robocop
2517,0 - infinite lives
25424,0 - infinite time
25795,0 - no pause when shot
31007,0 - no baddies
34039,0 - turbo speed

Dragon Ninja
43455,8 - repulsion
38918,0 - infinite lives
38684,1 - infinite time

Double Dragon
37693,0 - level 1 life
37815,0 - level 2 life
37813,0 - level 3a life
37794,0 - level 3b life
35237,0 - infinite lives

Road Busters
47025,0 - speed
48635,0 - infinite fuel credit

Advanced Pinball Sim
37100,0 - infinite fuel
29202,x - x = score multiples

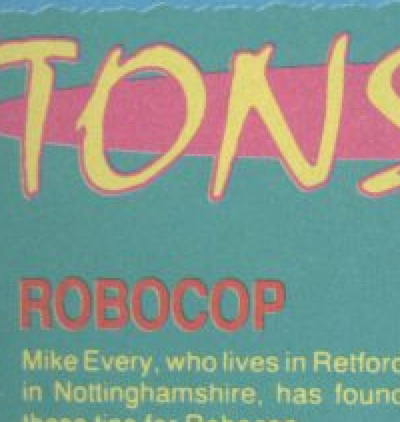
Rebel
Peter Dzomlisa writes all the way from sunny Welkom in South Africa, with a few POKEs for Rebel. By the way, Peter, I thought the picture of the dung beetle on the stamp was highly imaginative.

49324,x - x = number of lives
49918,201 - enemy robots can't kill you, but you still die if the laser misses the exit
49318,112 49319,23 - gives you 100 minutes playing time

TONS OF TIPS

ROBOCOP

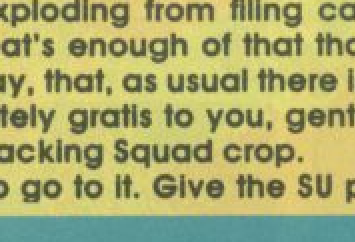
Mike Every, who lives in Retford in Nottinghamshire, has found these tips for Robocop.



Level One - As soon as you start this level, duck down and fire like crazy. Don't shoot the men in the window unless it's a real emergency.

Level Two - If you have a lot of energy, kill the women and then shoot the man.

Level Three - The second this level starts, duck right, duck left and fire. Then face in the opposite direction and fire. Then fire upwards. Punch the motorbikers' tyres in order to kill them.



PIT FIGHTER

Nick Gillman of Warrington in Cheshire has been working hard on Pit Fighter and has discovered this little tip. If you keep doing down and right and keep pressing fire, you splat the other guy very quickly.

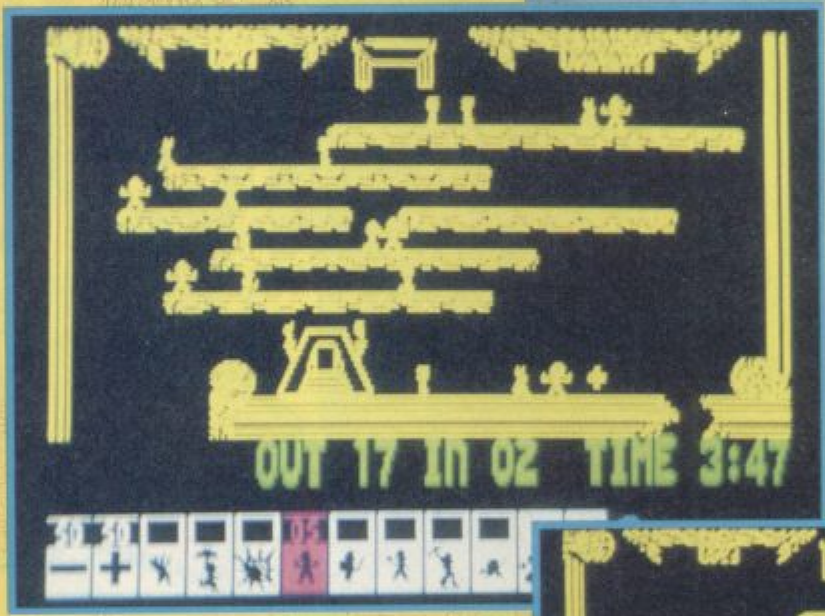
HACKING SQUAD

Lemmings

Richard Robinson, of Selby, North Yorkshire deserves a hearty pat on the back for his efforts.
He sent in the passwords to levels 1 to 38 of Lemmings, that infuriatingly devious game from Psygnosis. His worthy efforts will,

Level 1 - Do exactly as it says: just dig! Don't worry about rescuing all the lemmings.

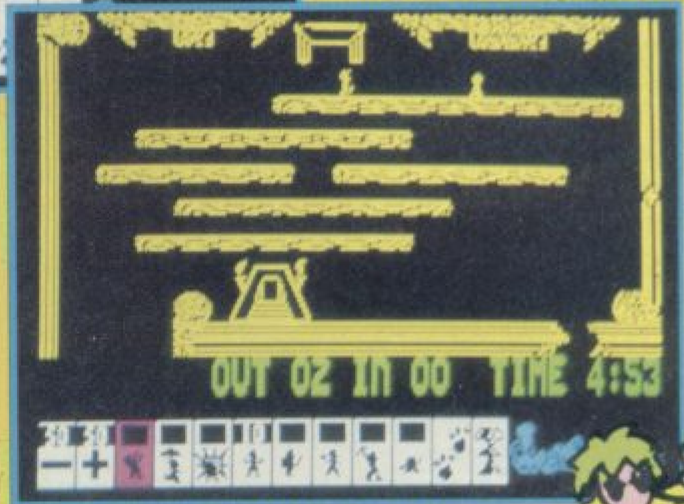
Level 2 - Just make all the lemmings into floaters



Level three, and they're away, and Tom Lemming's in the lead...



Looks familiar? This is level fou
make 'em mine here for result



...And they're still on level three, is there n... end to the excitement in this game, no, there isn't!

Level 3 - Put blockers in places not immediately above other platforms. When all walkers are home, nuke the level (Extend Mode, Caps Shift, Symbol Shift together)



Explosive action is the solution here!



Level six is quite diffiult, Iain assures us that it's all in the first joint.

RICHARD'S PASSWORDS

FUN

1. None
2. M J H N D H B C C K
3. O H N D H B A D C U
4. J N D H B I O E C P
5. N D H B A K L F C W
6. D H B M K N N G C V
7. H B E O N L D H C Q
8. B I N N L L H I C M
9. B E J H M L H J C Q
10. M K H M L H B K C K
11. O H O D H B A L C N
12. H M L H B M O M C O
13. O D H B A K N N C R
14. L H B I K L M O C O
15. H B E O N O D P C L

TRICKY

16. B I O L O D H Q C O
17. B A J J L N H B D Y
18. M K J N F H B C D Q
19. N H L N H B E D D Q
20. J L N H B I N E D X
21. L N H B A K L F D P
22. N H B I K L L G D Y
23. H B A O L L N H D V
24. B I N L N F H I D X
25. B A K J M F H J D X
26. M J H M N H B K D M
27. O H O F H B A L D Q
28. J M N H B I N M D Q
29. M N H B E J L N D L
30. F H B I K N O O D N

TAXING

31. H B E N L O F P D L
32. B M O L M N H Q D L
33. B E K H L L I B E L
34. I K H L D I B C E Y
35. N H L L I B E D E Q
36. J L L I B I N E E X
37. L L I B A J N F E Q
38. L I B M K L L G E M

And so onto Donald Jackson's tips

Level 5 - Bash through all obstructions.

Level 6 - Blow through the top level, then when you're under the first "joint", between bricks supporting the obstruction, just to the right of the trapdoor (I think this looses a little in written translation, Donald. Perhaps it's best to play through to this level and then try to make some sense of what he's trying to say). Anyway, when you've done what Donald suggests, set another lemming into self-destruct mode. You should then blow through the obstacle.

Level 7 - Build a bridge over the first small cliff, then over the pit. Don't worry if some lemmings fall into the pit - as long as you get more than 10 of the little critters home, you'll be okay.

Level 8 - There are several possibilities here. You could try floating ten of the suicidal rodents down to the bottom. Or you could dig through the surface which they fall out onto.

TONS OF TIPS

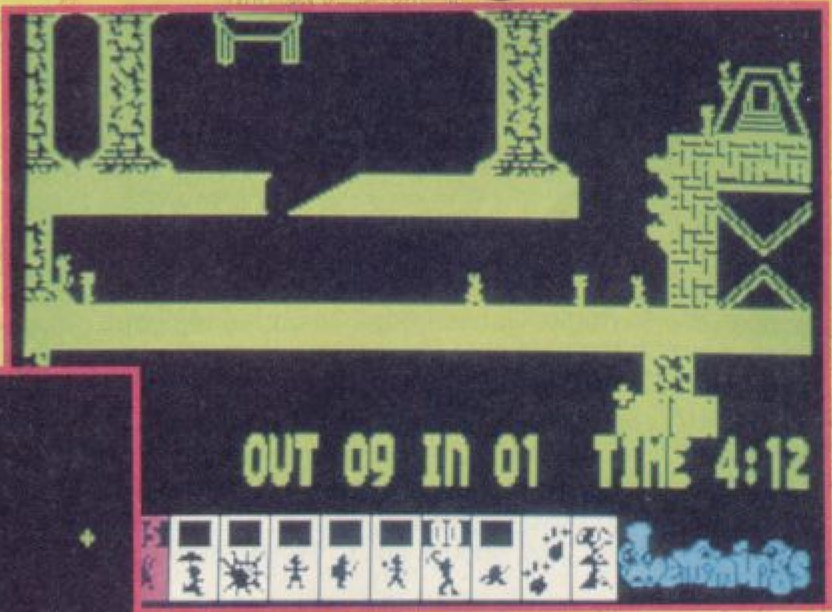
HACKING SQUAD

no doubt, be appreciated by Donald Jackson from Cleckheaton in West Yorkshire. Although claiming to have been one of the first people in the entire country (perhaps world) to gets his hands on the full version of the game, Donald only managed to stomp through to level 26 (a worthy effort none-the-less). So hopefully Richard's passwords will help him progress a little further.

Donald also sent in some useful tips for the game which we'll come to in just a jiffy. But first Richard's passwords...







Why did the Eskimo have fur on his teeth? Because he ate Lemming Meringue pie for pudding!!



Level four has to be completed with extra care. Don't lose any of the little guys!

Level 4 - Mine through the top ledge and then make all lemmings climbers - but be careful because all of them must be rescued.



Level 9 - Dig through the obstruction and build a bridge out of the pit on the other side. You can use climbers and floaters (a lemming with both these skills is called an athlete, according to Donald. Personally, I'd call it very unlucky. Since your average lemming's sole ambition in life is to do away with him/herself, I would have thought that skills like climbing and floating would get in the way somewhat).

Level 10 - Make every lemming dig down - falling through another lemming's hole simply will not do. Caution in the extreme is required on this level since every lemming must be saved. Start the first lemming digging on the very edge of the top level, then the next level as close to him as possible and so on.

Level 11 - Let one lemming through to bash through the first column. Block the rest. Just as he lands, make him build a bridge and bash through the other two columns. Blow up the blockers and you're home and dry.

Level 12 - This can be a nasty wee beastie, according to Donald, if not approached properly (a bit like a one of my cats). Bridge over the gap, having blocked the rest. If you let the lemmings fall down the gap between the two table-like structures, then you must bash your way out, so a second blocker to stop this is advisable. Bridge over the gap on the initial staircase, blow up the first blockers, then the second when it is no longer required.

Level 13 - Let one lemming through and organize two blockers. Bash through the earth on the right hand side of the heart-shaped chamber. Then, when the basher emerges, quickly build a bridge over the gap and bash through the earth and blow up the blockers.

Level 14 - Block the path into the water. Bash through the other "wall" and put a blocker at the beginning of the tunnel. Build a bridge over the gap, bash through the rest to get to safety and blow up the one blocking the tunnel.

Level 15 - Bridge building is the name of the game for this level. Start building about an inch from the end of the bottom floor (on a 14 inch screen). Block the rest in the two usual places and build over the other gaps. Keep a very close eye on the builder because if he falls, then you are in deep trouble and will probably end up having to nuke the level.

Level 16 - This is the first of the tricky levels. Watch the path of the lemmings (best done by watching the whole level once through and then nuking it). When the leader approaches the spiral, make him bash through it. Again, be very careful because all of them must be saved.

Level 17 - Float down three lemmings. Block two of them (make two blockers). Put the two blockers on the higher level, get the third to build a bridge so that those on the higher level don't have to fall as far. If necessary, blow through the bridge to allow them to get home.

Level 18 - Block and build a bridge over the gap. If you build in the right place, the bridge should reach the top of the hill so you don't have to bash through it.

Level 19 - Same as level 10, but watch the faster release rate and twice the number of lemmings. Try not to leave gaps of earth or you might run out of space.

Level 20 - Same technique as the one used on level 18, just bridge over the gap.

Level 21 - Blow them up in the same places as level 6.

Level 22 - Like the last level on the Sinclair User Great Eight demo, only easier! Bash through the first two mounds and block. When you get to level ground after the second mound, build a bridge up and over the gap. Three builders and two bashers required. 17

Level 23 - They're right! Timing is critical. Find the right place to set two lemmings to blow a hole through the spiral wall (a matter of trial and error). Hint - set one just after the other.

Level 24 - Blow four lemmings up in the same place. Quite like level 1.



Level 25
The end of level temple is hidden in the tall hill nearest the trapdoor (the taller of the two). Build a bridge up to it, then use a miner to uncover their home. If the miner digs too far, you might need to build a bridge up to their home. And that's it. Donald says in his letter that he can't quite do level 26 yet, but by the time this is printed in the magazine he may have finished the entire game, so more tips for Lemmings may be on their way via the postie even as you read this word. Or this one.

HACKING SQUAD

SOLUTION CITY



Don't pay the Ferryman, don't even ask a price, don't pay the Ferryman etc, etc, etc.

Prince of the Yolk Folk

Paul Spillar of sunny Poole in Dorset spent all of Boxing Day in his bedroom playing prince of the Yolk Folk and whaddyknow? By the end of the festivities he'd completed the entire game and here's his solution:

Get jug of water, pile of leaves and a book of matches. Stand by door, drop a pile of leaves then the book of matches then the jug of water. You should be able to get out. L, talk to man. L, get pick-axe. R, R, get a small cage, talk to lion. R, get bridge kit on clouds, D, use pick axe next to rock. Drop pick-axe, L, U, get gold, D, R, R, onto boat, R, give gold, talk to man. R, drop cage next to Pogie, U, use bridge kit on the big gap. Jump right onto clouds until you get to the tower drawbridge.

Get harp, R, R, U, U, R, jump onto cloud, give harp to St Peter. Get cheese, go to Pogie screen, drop cheese next to Pogie. Get caged Fluffle, L, L, L, U, L, L, L, L, drop fluffle, troll should go. L, R, get outboard motor, L, L, U, R get key, L, L, D, R, R, R, R, R, R, D, R, R, give outboard motor, get scythe, R, U, R, onto cloud, R, use scythe (on bushes), R, get bugle. L, (up top), U, R, R, R, U, use key on door. D, L, (up top), L, L, get tweezers, go to the lion, use tweezers, get thorn. L, L, give bugle to man, get joke book, go to the place where another Dizzy copies you, go up to the top, drop thorn (go down below). Start walking and the evil Dizzy will die. Get spanner, go back to man with bugle, L, L, (up top), L, L, use spanner, go down across drawbridge. L, give joke book to princess, get regal flag, R, R, R, (up top), L, U, stand next to the pole. Use flag, talk to man, talk to king. Go back to Daisy and kiss her. And you have completed the game - well, almost. Me thinks that Paul is holding out on us here because he says that you'll have to work out for yourselves how to get the cherries for Daisy. Perhaps, that part of the game has Paul foxed too? Mmmmm? Eh?

CHAMPION CHEATS

Faizal Hussain, from Harrow Weald in Middlesex, has sent in these quick cheats:

Super Stuntman

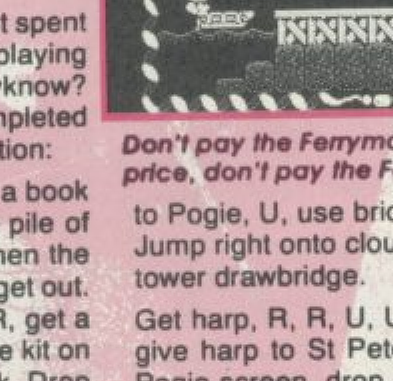
When you get a high score, type in Big Score as your name and you'll have infinite lives and time.

BMX Simulator

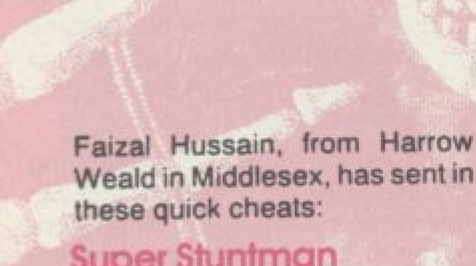
Type "cheat" as your name on the high score table and you'll always qualify

Teenage Mutant Hero Turtles

This quick cheat makes you invincible. Hold down the keys 0, Shift, I, G.



Yeh hey! Okay, just back off dudes. I'm invinible so I'm off for a vindaloo pizza!!!



Vroom, tring, screech, ouch!!!

Ninja Massacre

Code Levels:

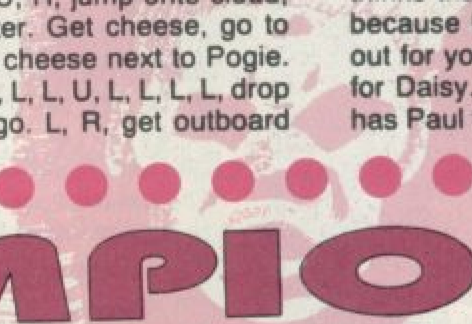
Snow	*Stag*
Easy	*Hull*
Rack	*Beer*
Blue	*Bard*

Desolator

When you come to load Level 1, simply fast forward the tape to the level you require and it will load normally.

Xenon Start the game and press Break to pause. Now press the keys T,I,N,Y and press fire and you'll get infinite lives and fuel.

Here are a few cheats from Andrew Owen in Bradford, West Yorkshire.



Desolator looking er, desolute.

Rainbow Islands

As it's just been released on the Hit Squad label we thought you might appreciate a quick tiplette on this. When you reach the bonus stage, fire rainbows and go up them until you get to the top of the screen. However....if you keep your joystick pushed up then your points will just go flying!

Shanghai Warriors

On the score board, type "OUTLAND". Then, when you are playing the game, press delete and the punks die.

Treasure Island Dizzy

On the title screen, hold down the keys o,a,p and Enter. Then, by pressing C to cheat, you can make Dizzy disappear. Now use Z and X to select the screen you want, and press Space and as if by magic, you'll start on that very screen.



Here's the rainbow but where are Bungle, George and Zippy?

SPECMAN

HACKING SQUAD

Is it a bird, is it a plane? No it's SPECMAN and he's here to help Specchums everywhere with any technical problems that they may encounter, using his gargantuan intellect, his awesome knowledge of the Spectrum's squidgey bits and a pair of red tights and a cape that he's borrowed from his mum....

TIME TO TRANSFER

Help! I've got a +3 Spectrum and quite a large software collection and I would like to transfer the games onto +3 disk. I know that +3 disk versions of tape games are very expensive. Is there anything that I can do?
David Mason, Chingford, London.

There are various programs and gadgets that can be used to do what you're after, but there are drawbacks with all the systems. For instance, Romantic Robots' multiface is ideal for putting games onto disc. All it does is plug onto the user port of the +3 and when the game has loaded you press the button on the top, and your game is instantly put onto disc. The problem is a lot of games are multiload and you can't transfer the extra bits of the tapes onto your discs. Now this is where the software conversion utilities come into it. A glance through the back pages of S.U. show companies offering tapes which convert games onto disc for you complete with levels. But they have to be updated to compete with various protections designed to overcome these utilities, so these may be costly if you want to keep updating them, but it's probably the safest way. Anyway, at the end of the day, you pays your money and you takes your choice.



Help!

Donald Jackson (he-of-the-Lemmings-tips-fame) would like to ask ever-so nicely if anyone knows a cheat or a POKE for Altered Beast. Just send it into to the Hacking Squad, if you know of one.

Lee Clarke from Sheffield wrote in desperation to ask if there was a cheat for Chase HQ. Well, Lee, in the December issue of this esteemed mag we printed just such a cheat, courtesy of Andy Elliot from Manchester. However, since we are such lover-ly people, here it is again:

Once the game has loaded, check the options screen and select "redefine" keys and then type "shocked" and quickly write down the numbers.

Don't know if this is the sort of thing you're looking for, Lee, but if anyone has a better cheat for Chase HQ, then send it in pronto and we'll try and get it in the next issue.

Well, that's it for another month. Keep those tips, POKEs, hints and tips rolling in - there's 50 worth of goodies for the best - and eternal fame and hero worship for the rest.

Send your offerings to:

Hannah Smith's Playing Tips, SU, 30-32 Farringdon Lane, London EC1R 3AU.

JOYSTICK JOLITY

Why is it if I want to buy a joystick interface, or a joystick, the shop asks me if it's for a Spectrum 48/128 or a + series. What's the difference?
K. Needham, Skipton, N. Yorkshire

Well, when Amstrad sold off their old stocks of standard Speccies they did a major redesign of the circuit board. When they did this they also totally altered the rear edge connector, making add-on's such as joystick interfaces, instantly incompatible. This was very much to the annoyance of the manufacturers as they then had to fetch out a version that only then worked on a + series computer.

SECRET TESTING

I've heard that +2a and +3's have a built-in factory test. My friend says he can find it but won't tell me where it is. Please tell me so that I can get one back on him.
Peter Bilotta, Jepordy, EC2 4RM

Yes, it's true. To access this mode press and hold BREAK. Now press the reset button. You should get the test card menu. Let go of BREAK and hold at the same time QAZPLM. Now just follow the on - screen instructions.

TURBO INJECTION

How does a turboload work?
J. Bulbrook, Brentwood, Essex.

Well, the shortest question asked so far. What the programmer does is to take a copy of the Spectrum's loading routine and stick it into RAM. What the routine contains is pauses between instructions and waits before saving out the next bit of information. All the programmer does is to shorten the time that the pause lasts for. This makes the data that is saving more compact and quicker, and your turboload is born. 19

DON'T INTERRUPT ME!

Before in technical columns I have heard the term "running in interrupts". What are they and what do they do?
A. Freshney, Humberside, DN7 4PB

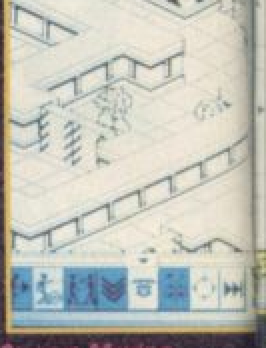
Imagine that 50 times a second your computer is told regardless of what it is doing, to go and do this task. The computer has to INTERRUPT the program it's doing to do this. It's usually so fast at doing this, that you don't even notice that it is going on. Now you can make use of this facility so that you can program your computer to do one thing whilst getting on with another. The only problem is that this facility is only really used when you're writing in machine code, as it is inaccessible from basic.

Got a problem? Feel as though you're on your own? Never fear. SPECMAN is here to protect the confused and the hopeless by answering all of your technical problems.

Write to him at; SPECMAN at SU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

GAME: Space Crusade LABEL: Gremlin MEMORY: 128K TAPE:£ 10.99 DISK:£15.99





Space Marine Stevens steps off the docking bay and is about to venture through a door. The line of heads the bottom right hand side of the screen indicates that all the marines are active and alive. Hurrah, let's get on with it!

SPACE CRUSA

Message received from mother ship; "Dreadnought located on space-hulk, seek out and destroy". Suddenly a massive combat robot stomps into your squad's sector of the ship. A Dreadnought. You take careful aim with the Plasma Gun and... whoosh, a big flag with 'BANG' written on it appears from the muzzle, oh no that darn prankster Jones has been up to his tricks again!

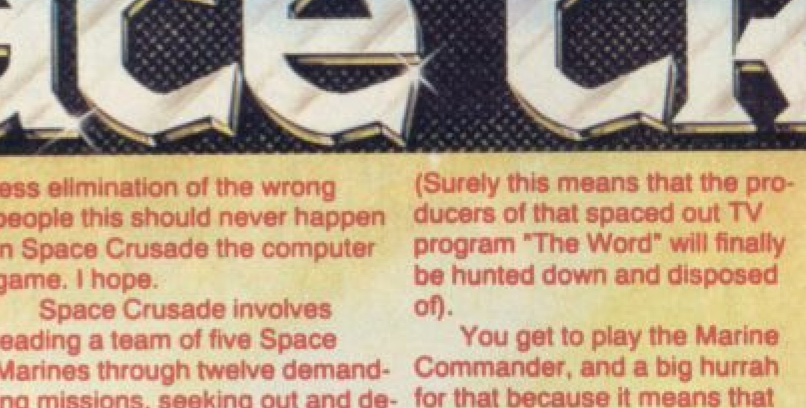


"Get your heavy weapons here", "Super deals available".

Not the grooviest situation to be in and no mistake. However with careful planning and fearless elimination of the wrong people this should never happen in Space Crusade the computer game. I hope.

Space Crusade involves leading a team of five Space Marines through twelve demanding missions, seeking out and destroying the enemies of mankind (and womankind, sexist pig - Yvette), and all followers of chaos and other alien evil doers. (Surely this means that the producers of that spaced out TV program "The Word" will finally be hunted down and disposed of).

You get to play the Marine Commander, and a big hurrah for that because it means that you've become a member of an elite group of the most skillful and devastating warriors the galaxy has ever known. In plain game terms being a Marine Commander means having a lot of fun and never having to say you're sorry as you'll have more life-points and potentially more armour protection than any other character in the game. Fortunate really as the Commander must return to base if the mission is to succeed, even if all the marines under his command are Terminated.



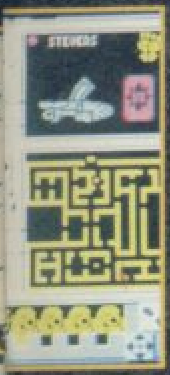
The three Space Marine Chapters available in Space Crusade are the Imperial Fists, the Blood Angels and the Ultra Marines. Each chapter has a different choice of equipment and order cards.



Commander weapon and card select box. So much choice!

Mission objectives vary but all include one primary goal (disable defence shield, diversionary actions etc.) and various secondary ones which pop up like unexpected pimples when you're getting ready for a party. Yes, just when you think everything is

going O.K. additional orders can arrive from the mother ship or extra nasty objects suddenly pop up on the way to the main objective. And believe me you'll need more than a tube of Oxy 10 to clear some of these messes up.



The computer can control up to forty aliens on any one mission so be careful out there mahn! These alien chappies are all quite intelligent and you could find yourself in a one versus ten situation very quickly unless you've got plenty of support. During the game you can search for aliens with each marine's scanner. There's even an equipment card which allows you to identify aliens anywhere on the playing screen. Likewise the aliens can track and follow you.

Space Crusade allows up to three players to participate (or you can cheat and play with three marine teams) which brings the total amount of Space Marines available to fifteen which, if you're good at team work should see you through the game. However teamwork isn't always possible as some missions cleverly pit Marine Chapters against each other. Thus you end up fighting against your friends as well as the computer which means that you have to be meaner and sneakier than a rattlesnake with superglue on it's tail to finally win through.

Gameplay is easy as pie (and almost as yummy) since the computer manages all the complicated rule structures which normally slow down the board game letting you get on with the mission. Each player can move all five marines, in any order, once per go and engage each one in combat (hand to hand or with a weapon) once in a single turn. You can take as much time as you want to decide what to do and when you're finished simply press a 'forward' icon to activate the next player's squad or the computer's alien turn.



A Blood Angels Commander tries to take out a dreadnought!

The computer will take about thirty seconds to complete it's play then the current round



The Imperial Fist's commander runs into an alien horde with very little backup.

de

SPACE FAX

Space Marines are a warrior caste raised by the Emperor of Human Space 25 centuries from now to smash the power of chaos wherever it raises it's ugly head in the universe. Organised into Chapters, each with it's own fleet and support ships, their numbers are small yet they Space Marines remain the most feared soldiers in the known Universe and thus small task forces can achieve a lot.

There are many aliens in Space Crusade but the largest and most feared is the Dreadnought. A gigantic combat robot that looks like one of Robocop's replacements, dreadnoughts are equipped with three heavy weapons and can use all three in one turn. They are also the toughest alien with two armour points and three life points.

ISUI GOLD AWARD

scores

GRAPHICS	89
SOUND	87
PLAYABILITY	91
LASTABILITY	93
OVERALL	91%

Big Al Dykes

The follow up to the Heroquest series of games, Space Crusade is once again a superb example of how well a complicated role playing game can be transferred onto computer. Unfortunatly it is 128K only but I can't imagine any complaints from +2 or +3 owners when they see this game. It is accurate, absorbing and totally addictive. Zap those aliens, destroy the fearful dreadnought, complete your mission and collect imperial honours, what a game!

Garth



Wow! I've played the board version of Space Crusade before now and Gremlin have taken all the pain from game with this excellent conversion. No Crusade fans should be without it and anyone who likes strategy board games should try it. It's even a reasonable blast too but you've GOT to use your brain if you want to stick around for any time.



A 3D view of some aliens and the Imperial Fist's Commander. The 3D works very well and combined with the sound creates atmosphere.

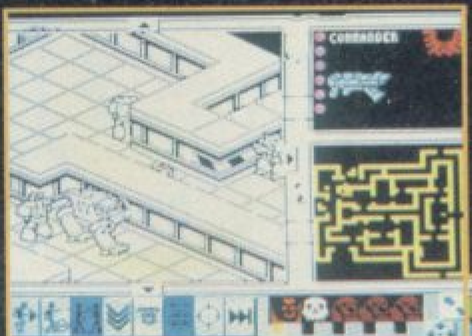


The 2D playing screen is a lot faster than 3D and also makes it easier to work out what square everyone's on!



A Blood Angel turns his back on a Dreadnought. Space Crusade is based on a board game you can actually collect plastic or lead models of all the game's characters. That's wicked!!

s complete. Each misson allows thirty rounds to complete all objectives and return to base. This limit means that an awful lot of thought has to be put into formulating game strategies, and remember, the computer is just as likely to put banana skins under



A 3D view of the Dreadnought and Blood Angel's Commander.

your feet as a human opponent is (the dirty dastard).

When a mission has been completed your score is calculated by measuring how successful you've been in completing ALL your objectives, how many enemies you've bumped off, how many rounds you've managed to complete the game in and how many of your own men have been been killed in the process. Failure or low scores result in nasty screaming messages from the Emperor and your Commanders, telling you that you are a disgrace and a downright idiot. High scores will result in 'honour', 'exhaltation' and, more importantly, extra 'order' and equipment cards which will enable you to complete later, more difficult missions.

Graphics look very good and there is an option on 2D or 3D play. 2D is all colour and action is quite fast, whilst the monochrome 3D is a little slower but has better sound which adds to a more realistic atmosphere which includes footsteps, lasers and explosions.

Space Crusade will take a long time to both to learn and to master but I'll bet that most people will enjoy every minute of it. Just remember, learning this sort of game is like completing your potty training - a bit hit and miss, but a lot of satisfaction once you actually get stuck right into it.



The alien combat turn. A Dreadnought has three weapons and can use them all in one go! Watch out!

GAME SET UP - HOW TO START KICKING BUTT

Before starting a mission you and one or two other players must choose one of the three Marine Chapters available. Then pick weapons for your commander, equipment cards (special extra equipment from which you can choose four out of eight initially) and order cards (which allow special or emergency moves, though only once during a game). Then equip the four marines under your command with the right combination of light or heavy weapons for the mission. Finally, choose one of the twelve missions available. These missions range from hard to very hard, so take your time and work out a strategy! Using a coded save option your commander's rank and position can be recalled for future use.

WEAPONS USE - MASTER BLASTERS

The weapons Space Marines use are divided into heavy and light categories. Naturally the amount of armour penetration and damage inflicted by the weapons differs thus the combat roll section of the screen is divided into two sections.

There are two types of die used for inflicting damage. Light or close range weapons (which includes hand to hand combat), are represented by a six-sided dice, four sides of which score zero damage, the others score either one or two points. You throw two dice each time you use light weapons. The total is the amount of damage that you do. The Heavy weapons are represented by red dice which has three zeros, a one, two and a three so there is more chance of popping someones rivets off with a heavy weapon. But you can see how complicated the game can become because of this.

Luckily, computers just love calculating things, especially random numbers so all the hard work of throwing the dice, forgetting whose turn it is and having to crawl around under the table to find the die that fell off is taken away. (Thank God and praise be!)

THE IMPERIAL ARMOURY



The Assault Cannon, one of the Marine's most powerful hand weapons. If you get a high combat roll it can kill several aliens.



A Bolter, the Marine's standard short/medium range weapon.



Missile Launcher. This weapon gives a spread of fire over several squares. In short, it's devastating.



Short range weapons for the Commander; Bolt pistol and Power Axe.



Power Glove and Power Sword, for hand to hand combat maniacs.



Plasma Gun, a very powerful light beam weapon that's almost unstoppable in a straight line.



A Heavy Bolter. Designed for long range.

SOFTWARE CITY

UNIT 4, B.D.C, 21 TEMPLE STREET, WOLVERHAMTON WV2 4AN TEL: 0902 25304

CALL US ON: 24 HOUR CREDIT HOTLINE 0902 25304 FAX: 0902 712751

BUDGET	CASS
1ST DIVISION MANAGER	3.99
2 PLAYER SOCCER SQUAD (D&H)	3.99
2 PLAYER SUPER LEAGUE	3.99
3-D STOCK CARS 2	3.99
1942	2.99
1943 / STREETFIGHTER/ B. COMMANDO	4.99
A.T.F. (ADV. TACTICAL FIGHTER)	2.99
ACE 1	1.99
AFTERBURNER	3.99
ALTERED BEAST	3.99
AMERICAN FOOTBALL	2.99
ARCADE FRUIT MACHINE	2.99
ARKANOID 1 OR 2	3.99
BANGER RACER	3.99
BARBARIAN OR BARBARIAN 2	3.99
BATMAN THE MOVIE	3.99
BATTLESHIPS	1.99
BEACH HEAD 1 & 2 & RAID- MOSCOW	4.99
BOMBJACK 2	3.99
BOULDERDASH 1 OR 2 OR 4	2.99
BRITISH SUPER LEAGUE	3.99
BUBBLE BOBBLE	3.99
BUBBLE DIZZY NEW	3.99
BUGGY BOY	2.99
C.J.'S ELEPHANT ANTICS	3.99
C.J. IN THE U.S.A. NEW	3.99
CABEL	3.99
CALIFORNIA GAMES	3.99
CHAMPIONSHIP GOLF	3.99
CHASE HQ	3.99
CHEVY CHASE	3.99
CHUCKIE EGG 1 OR 2	3.99
CLASSIC TRAINER 1 OR 2	2.99
CONTINENTAL CIRCUS	3.99
COUNTY CRICKET (D&H)	3.99
CUP FOOTBALL	3.99
CUP MANAGER	2.99
DALEY THOMPSONS DECATHLON	3.99
D.THOMPSONS OLYMPIC CHALL	3.99
DEVASTATING BLOW BOXING	3.99
DIZZY PANIC	3.99
DOMINOES	2.99
DOUBLE DARE	3.99
DOUBLE DRAGON 1 OR 2	3.99
DRAGON NINJA	3.99
DRAGON SPIRIT	3.99
EURO BOSS	2.99
FANTASY WORLD DIZZY	3.99
F.1. TORNADO	2.99
FIGHTER PILOT	2.99
FIREMAN SAM	3.99
FIRST PAST THE POST	3.99
FOOTBALL CHAMPIONS	3.99
FOOJBALL DIRECTOR	3.99
FOOTBALL MANAGER	2.99
FOOTBALL MANAGER 2	2.99
FOOTBALL MANAGER 2 EXPANSION	2.99
FOOTBALL MANAGER WORLD CUP	2.99
FOOTBALLER OF THE YEAR 2	3.99
FRANK BRUNO	2.99
FRUIT MACHINE SIM 2	3.99
GARY LINEKERS HOTSHOTS	3.99
GRAHAM GOOCH CRICKET	2.99
GHOSTS AND GOBLINS	2.99
GRAND NATIONAL	1.99
GREAT ESCAPE	3.99
GRID IRON 2	2.99
HARD DRIVIN'	3.99
HEAD OVER HEALS	3.99
I.K. +	3.99
IKARI WARRIORS	2.99
IMPOSSAMOLE	3.99
INDIANA JONES LAST CRUSADE	3.99
INTERNATIONAL FOOTBALL	3.99
INTERNATIONAL MANAGER	3.99
JIMMY'S SOCCER MANAGER	3.99
JOCKY WILSON COMPENDIUM OF DARTS	3.99
KENNY DALGLISH SOCCER MANAGER	2.99
KENTUCKY RACING	2.99
KICK OFF	3.99
KWIK SNAX	3.99
LEAGUE FOOTBALL	3.99
LOP EARS	2.99
MAGICLAND DIZZY	3.99
THE MANAGER	2.99
THE MATCH	3.99
MATCHDAY 1 OR 2	3.99
MINI OFFICE	2.99
MONTY ON THE RUN	2.99
MOONWALKER	3.99
NEW ZEALAND STORY	3.99
NIGEL MANSELL GRAND PRIX	2.99
NINJA WARRIOR	3.99
ON THE BENCH	3.99

BUDGET	CASS
OPERATION THUNDERBOLT	3.99
OPERATION WOLF	3.99
OUTRUN	3.99
PAPERBOY	2.99
POPEYE 2	2.99
POSTMAN PAT 1 OR 2	2.99
POWERDRIFT	3.99
PRO GOLF (CODEMASTERS)	3.99
PROFESSIONAL FOOTBALLER	3.99
QUATTRO ADVENTURE (DIZZY ETC)	3.99
QUATTRO CARTOON (LITTLE PUFF ETC)	3.99
QUATTRO COIN OPS (FAST FOOD ETC)	3.99
QUATTRO FANTASTIC (PUB TRIVIA ETC)	3.99
QUESTION OF SPORT	2.99
R-TYPE	3.99
RALLY CROSS	2.99
RENEGADE 1 OR 3	3.99
ROAD RUNNER WILE COYOTE	3.99
ROBOCOP	3.99
ROCK STAR ATE MY HAMSTER	3.99
RUGBY COACH (D&H)	3.99
RUGBY MANAGER	2.99
RUN THE GAUNTLET	3.99
RUNNING MAN	3.99
SABOTEUR 1 OR 2	1.99
SAM FOX STRIP POKER	2.99
SCOOBY DOO	1.99
SCOOBY DOO & SCRAPPY DOO	3.99
SHADOW OF THE BEAST NEW	3.99
SHINOBI	3.99
SILKWORM	3.99
SLIGHTLY MAGIC	3.99
SNOOKER MANAGEMENT (D&H)	3.99
SOCCER 7	3.99
SOCCER DIRECTOR	2.99
SOCCER MATCH	3.99
SOCCER Q	3.99
SOCCER RIVALS	3.99
SPIKE IN TRANSILVANIA	3.99
SPY HUNTER	2.99
STACK UP	2.99
STEVE DAVIS SNOOKER	2.99
STRIKER	3.99
STRIKER MANAGER	3.99
STRIP POKER 2	2.99
STUNT CAR RACER	3.99
SUPER HANG ON	3.99
T.T. RACER	2.99
TAI CHI TORTOISE	3.99
TARGET RENEGADE	3.99
TETRIS	2.99
THOMAS THE TANK ENGINE	2.99
THUNDERBLADE	3.99
THUNDERCATS	2.99
TIN TIN ON THE MOON	2.99
TOMAHAWK	2.99
TOP GUN	3.99
TRACKSUIT MANAGER	2.99
TRAP DOOR 1 AND 2	2.99
TREASURE ISLAND DIZZY	3.99
TREBLE CHAMPIONS	4.99
TURBO OUTRUN	3.99
TURRICAN	3.99
UNTOUCHABLES	3.99
VIKINGS	2.99
WEC LE MANS	3.99
WONDERBOY	3.99
WORLD CHAMPIONS/LEAGUE SOCCER	3.99
WORLD CLASS LEADERBOARD, LEADERBOARD & TOURNAMENT	4.99
WORLD CRICKET	3.99
XENON	3.99
XYBOTS	3.99
YOGI AND THE GREED MONSTER	2.99
YOGI'S GREAT ESCAPE	2.99

SOFTWARE CITY SPECIALS

ARTURA	1.99
BAK TO SKOOL	2.99
CAPTAIN FIZZ	2.99
CRACKDOWN	2.99
CYBERWORLD	1.99
DAYS OF THUNDER	3.99
DELTA (SP & SAM COUPE COMPATIBLE)	3.99
EDD THE DUCK	3.99
EMLYN HUGHES INT F/BALL	3.99
EMLYN HUGHS INT F/BALL (DISC)	6.99
ENLIGHTMENT (DRUID 2)	0.99
ESCAPE PLANET ROBOT MONSTERS	3.99
EUROPEAN SUPER LEAGUE (CASS 128K)	3.99
EUROPEAN SUPER LEAGUE (DISC)	4.99
FRANKENSTEIN ADVENTURE	1.99
GHOSTBUSTERS 2	2.99
GRAND PRIX CIRCUIT	3.99
HARDBALL (BASEBALL)	1.99
H.A.T.E. (CASS OR DISC)	1.99
H.A.T.E. (DISC)	2.99
HEAVY METAL + BEACH HEAD	2.99
HUNT FOR RED OCTOBER	3.99
INTENSITY	0.75
INTERNATIONAL 3-D TENNIS	3.99
KICK OFF 2	4.99
LAZER SQUAD	3.99
LORDS OF CHAOS (CASS)	3.99
LORDS OF CHOAS (DISK)	4.99
MIDNIGHT RESISTANCE / NIGHTBREED	4.99
NINJA REMIX	3.99
PACLAND	3.99
PACMANIA	3.99
SALAMANDER	2.99
SANXION	2.99
SKOOLDAZE	2.99
SNOWSTRIKE	2.99
STARSTRIKE 1 & 2	1.99
S.T.U.N. RUNNER	3.99
SUPER SCRAMBLE SIM (DISC ONLY)	3.99
TEENAGE MUTANT HERO TURTLES	3.99
THUNDERBIRDS	3.99
WORLD CUP ITALIA 1990	3.99
ZOMBIE	2.99

FULL PRICE	CASS	DISC
3-D CONSTRUCTION KIT (SP & SAM)	17.50	17.50
ALIEN STORM	8.99	N.A
ANCIENT BATTLES	10.99	N.A
BATTLE COMMAND	7.50	N.A
BATTLE OF THE BULGE	8.99	N.A
BRIAN CLOUGH'S FOOTBALL FORTUNES	7.50	9.99
CAPTAIN PLANET	7.50	10.99
CISCO HEAT	7.50	N.A
COLOSSUS BRIDGE 4	8.99	10.99
COLOSSUS CHESS 4	7.50	10.99
CRETE 1941	9.99	N.A
CRICKET CAPTAIN (D&H)	7.50	N.A
CROMWELL AT WAR	8.99	N.A
DELUXE SCRABBLE (128K)	7.50	10.99
DOUBLE DRAGON 3	8.99	N.A
F-16 COMBAT	10.99	13.99
FINAL FIGHT (128K)	8.99	11.99
FOOTBALL DIRECTOR 2 (128K, +2 & +2A)	7.50	7.50
FUN SCHOOL 3(U 5'S)	8.99	12.99
FUN SCHOOL 3 (5-7)	8.99	12.99
FUN SCHOOL 3 (7+)	8.99	12.99
FUN SCHOOL 4 (UNDER 5)	8.99	11.99
FUN SCHOOL 4 (5-7)	8.99	11.99
FUN SCHOOL 4 (7+)	8.99	11.99
GAUNTLET 3	8.99	N.A
GRAND PRIX (D&H)	7.50	N.A
GREMLINS 2	7.50	N.A
HERO QUEST WITCHLORD DATA DISK	5.99	7.99
HERO QUEST + WITCHLORD DATA DISC	8.99	N.A
LEMMINGS	8.99	N.A
LONE WOLF	7.50	N.A
MAN. UNT. EUROPE (128K)	8.99	N.A
MERCS	8.99	11.99
MULTI PLAYER SOCCER MANAGER	7.50	N.A
NAVY SEALS	8.99	1.99
NEIGHBOURS	7.50	10.99
NORTH AND SOUTH	7.50	10.99
PAPERBOY 2	7.50	10.99
PIT FIGHTER	7.50	12.99
ROBIN SMITHS INT. CRICKET	7.50	N.A
ROBO ZONE	7.50	N.A
RODLANDS	8.99	N.A
SCRABBLE, MONOPOLY & CLUEDO	13.99	N.A
SIM CITY	9.99	N.A
SIMPSONS	7.50	N.A
SMASH T.V.	7.50	10.99
SPORTING TRIANGLES	7.50	10.99
STEVE DAVIS SNOOKER POOL & RUGBY	N.A	7.50
SUPER CARS	7.50	10.99
SUPER SPACE INVADERS	7.50	12.99
TERMINATOR 2	7.50	10.99
TOTAL RECALL	7.50	10.99
TRIVIAL PURSUIT	10.99	N.A
VIZ	7.50	N.A
WORLD CHAMPIONSHIP BOXING	7.50	N.A
WORLD CLASS RUGBY	7.50	10.99
WWF WRESTLEMANIA	8.99	N.A

NINJA COLLECTION
SHADOW WARRIORS, DOUBLE DRAGON & DRAGON NINJA
CASS 7.50

DIZZY'S EXCELLENT ADVENTURE
DIZZY DOWN THE RAPIDS, KWIK SNAX, BUBBLE DIZZY, DIZZY PANIC & DIZZY AND THE YOLK FOLK
CASS 7.50SUPER HEROES
STRIDER 2, INDIANA JONES, LAST NINJA 2 & THE SPY WHO LOVED ME
CASS 10.99

MAX PACK COMPILATION
TURRICAN 2, ST DRAGON, SWIV & NIGHTSHIFT
CASS ONLY 7.50

CARTOON COLLECTION
DIZZY, SLIGHTLY MAGIC, LITTLE PUFF C.J.'S ELEPHANT ANTICS, SEYMOUR GOES TO HOLLYWOOD & SPIKE IN TRANSYLVANIA
CASS 7.50

CHART ATTACK
LOTUS ESPRIT TURBO CHALLENGE, SUPERCARS, SHADOW OF THE BEAST, IMPOSSAMOLE & GHOULS AND GHOSTS
CASS 10.99 DISC 13.99

TENGEN TRILOGY
KLAX, ESCAPE PLANET ROBOT MONSTERS & CYBERBALL
CASS 5.50

SUPER SEGA
GOLDEN AXE, E.S.W.A.T., WHINOBI, SUPER MONACO G.P. & CRACKDOWN
CASS 12.99

AIR/SEA SUPREMACY
SILENT SERVICE, CARRIER COMMAND, GUNSHIP, P47 THUNDERBOLT & F15 STRIKE EAGLE
CASS 13.99

HANNA BARBERA CARTOON COLLECTION
YOGI'S GREAT ESCAPE, HONG KONG PHOOEY, RUFF AND READY & BEVERLEY HILLS CATS
CASS 7.50

ADDICTED TO FUN
BUBBLE BOBBLE, RAINBOW ISLANDS & NEW ZEALAND STORY
CASS 7.50

MOVIE PREMIER
TEENAGE MUTANT HERO TURTLES, GREMLINS 2, BACK TO THE FUTURE 2 & DAYS OF THUNDER
CASS 10.99

WORLD CUP '90
KICK OFF, TRACKSUIT MANAGER, & GARY LINEKERS HOTSHSHOTS
CASS 3.99

POWER UP
TURRICAN, X-OUT, RANIBOW ISLANDS, CHASE H.Q. & ALTERED BEAST
CASS 12.99

CHALLENGERS
RICK DANGEROUS, P47 THUNDERBOLT, KICK OFF, PRO TENNIS TOUR, FIGHTER BOMBER & CARRIER COMMAND
CASS ONLY 5.50

COIN OP HITS
OUTRUN, THUNDERBLADE, ROAD BLASTERS, SPY HUNTER & BIONIC COMMANDO
CASS 5.50

CRASH SMASHES
BIONIC COMMANDO, WINTER GAMES, 720, IMPOSSIBLE MISSION 2 & SPY HUNTER
SPECIAL OFFER 3.99

WINNERS
THUNDERBLADE, LED STORM, BLASTEROIDS, IMP MISSION 2 & INDIAN JOES TEMPLE OF DOOM
CASS 5.50

MEGA GAMES VOL 1
NORTH STAR, CYBERNOID, DEFLECTOR, TRAXOS, BLODD BROTHERS, MASK 2, TOUR DE FORCE, HERCULES, BLOOD VALLEY, MASTERS OF THE UNIVERSE (THE MOVIE)
CASS ONLY 5.50

FIST OF FURY
DOUBLE DRAGON 2, SHINOBI, NINJA WARRIORS, & DYNAMITE DUX
CASS 10.99

ITS T.V. SHOWTIME
KRYPTON FACTOR, BOBS FULL HOUSE, EVERY SECOND COUNTS & BULLSEYE
CASS 7.50

DIZZY COLLECTION
DIZZY, FAST FOOD, FANTASY WORLD DIZZY, TREASURE ISLAND DIZZY & MAGIC LAND DIZZY
CASS 7.50

SOCCER MANIA
FOOTBALL MANAGER 2, MICROPROSE SOCCER, FOOTBALL MANAGER WORLD CUP EDITION & GAZZA'S SUPER SOCCER
CASS 10.99

THRILLTIME GOLD 1
PAPERBOY, GHOSTS AND GOBLINS, BATTY, BOMBJACK AND TURBO ESPRIT
CASS 5.50 (NOT +2A COMPATIBLE)

HOLLYWOOD COLLECTION
ROBO COP, INDIANA JONES LAST CRUSADE, BATMAN THE MOVIE & GHOSTBUSTERS 2
CASS 12.99

SAM COUPE	DISC
FOOTBALL DIRECTOR 2	7.50
PRINCE OF PERSIA NEW	11.99
MANIC MINER NEW	7.99

ORDER FORM AND INFORMATION

All orders sent FIRST CLASS subject to availability. Just fill in the coupon and send it to SOFTWARE CITY , Unit BDC, 21 Temple Street, Wolverhampton WV2 4AN

ORDER FORM

NAME..

ADDRESS..

....

POSTCODE.............................**TEL NO:**.............................

PREVIOUS CUSTOMER YES/NO..................**REF NO:**..................

NAME OF GAME	COMPUTER	VALUE
	POSTAGE	
	TOTAL	

POSTAGE RATES; Please add 50p for post and packing on all orders under £5. EEC countries add £1 per item. Non EEC countries add £2. PAYING BY CHEQUE-Cheques payable to Software City

Card No:......................................Expiry Date..................

Signature......................................

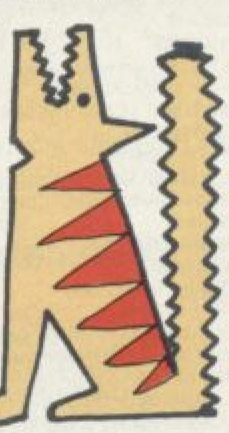
SU/0391

tell it to garth

THE FINAL SOLUTION

Garth, an official letter of complaint (almost). I have very few complaints about SU but one is... Where do you print the solutions to the riddles for SU prize games? I would be very grateful if you could tell me where, even if I don't get this letter printed. If I do, is there any chance of sending me Lone Wolf? I have searched everywhere for it but cannot find it and have spent so much money trying to get it that I could have bought it five times over.
PS. I never miss SU.
Yours Faithfully,
Jim Kerr, Carnmoney, Co. Antrim.

Hey Jimmy (or can I call you Whan?) We print the passwords to the SU Prize Games to the SU Prize Games in the magazine - normally on the Great 8 page, but sometimes we hide them away further inside just to make you work for your prize... Last month, we printed the def list of Passwords for every Prize Game since the year dot (well, since the dinos were wiped out by chlor inated drinking supplies anyway). Okay? Oh yes... Lone Wolf. No we won't send it. This is the letters page - if you want to Suck Up then don't send your pleas here!



GETIING A GAME IN

Garth, last week I went out to spend my Christmas money on all the games that you recommended in your January issue but I found that I couldn't get some of them. Double Dragon 3 wasn't in my local shop and hadn't been in yet, WWF was sold out and Lemmings wasn't in yet either. I'm prepared to wait for them because I think they'll be great but why can't companies as big as Ocean, Psygnosis and Storm manage to get their games into the shops in time for people like me to buy them? I mightn't have the money soon as my mother's and brother's birthdays are coming up.
Charles Tooler, Newcastle U Lyme.

Unfortunately, the games that you are talking about were Christmas releases and as with a lot of the software at that time of year, companies struggle to get the games out on time. Also you must remember that we always review games as soon as they are ready. This sometimes means that we review a finished game before it's commercially duplicated or even the boxes and the packaging are printed!

LEMMIE AT 'EM

Your Lemmings demo was dead good. I've had a few problems with SU tapes in the past and to be honest there's been some rubbish but I've been won over by the tape on the January issue. Keep up the good work for the rest of the new year. That picture of Yvette in the Double Dragon competition was fab too, when are we going to get the poster you promised?
Tim Goole, Burton Latimer, Northamptonshire.

Glad you liked the demo and Yvette says she's flattered that you think she's fab. We're currently in negotiation with Yvette for some groovy pics of her, but so far we're having quite a job convincing her that she's pretty enough! So beautiful and yet so modest - she's a bit like me really. (Hah - you look like your face has been growing on a badger's bum for the last seven years Garth - AL)

BORING GAMES

I've had my Speccy +3 for ages now and I've just got a tape lead so that I can use SU's totally brill tapes. I've got lots of games but the ones I play most are all quite old like Robocop, Renegade and Operation Wolf. Lately I bought Lotus Esprit, Pit Fighter and NARC, played them once or twice and got bored, so please, please tell some of the software companies to make more games like they used to. If you don't print this letter I'll set my Garth eating cat on you!!!
P.S. Your mag is the best around.
P.P.S. Why don't you make it a bit fatter?
Yours Hopefully,
Nick Gillman, Warrington, Cheshire.



Well, it's true that they don't make 'em like they used to, but they're now releasing all the fab oldies on budget - games like Stunt Car Racer, a holder of the coveted SU BEST BUDGET award and the highest rated budget game ever at 97% overall! And in this issue, we've reviewed Game Over II.

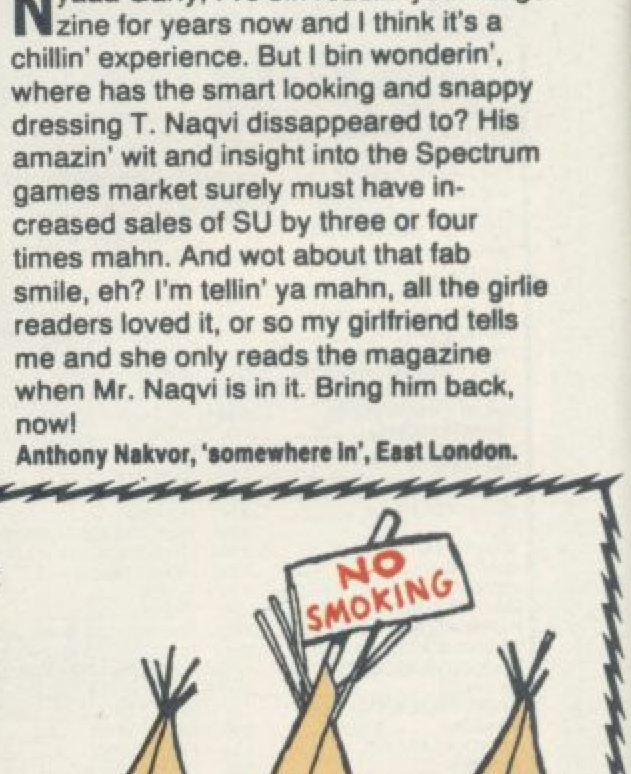
DEJA VU?

Nyaaa Garfy, I've bin readin' your Magazine for years now and I think it's a chillin' experience. But I bin wonderin', where has the smart looking and snappy dressing T. Naqvi dissappeared to? His amazin' wit and insight into the Spectrum games market surely must have increased sales of SU by three or four times mahn. And wot about that fab smile, eh? I'm tellin' ya mahn, all the girlie readers loved it, or so my girlfriend tells me and she only reads the magazine when Mr. Naqvi is in it. Bring him back, now!
Anthony Nakvor, 'somewhere in', East London.

NICOTINE BUSTER

Dear SU, I am writing to complain about showing a picture of Garth smoking! Are you trying to encourage children to smoke? Just do a picture of Garth smiling, NOT smoking! BAN SMOKING!
Matthew McGregor (age 8), Inverness, Scotland.

I think that the picture that you're talking about was the old Tell It To Garth so indeed you're absolutely right. So right in fact that we stopped using that particular piccie ages ago (just about the time that I gave up smoking 'cos it's disgusting mahn!) So you're a bit wrong in what you say 'cos now I'm encouraging children and adults alike to give up smoking, grow their hair long, live in a TeePee and smile a lot!





What a load of old rubbish! This is one of the most feeble attempts we've seen in ages to try to turn a sad, street fashion failure into a def, skillin', chillin', high rollin', fab fella. In fact, are you not really Tony Naqvi late of the SU Crew and your mother's womb? Begone, and never darken my high fashion wardrobe ever again!



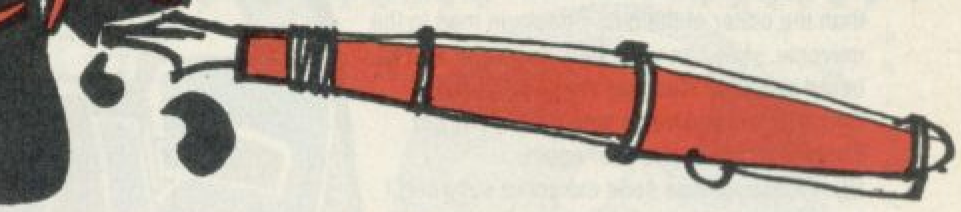
TONY NAQVI - WELL KNOWN STREET FASHION FAILURE!!!

SPACED OUT MAHN!

Garth, I'm writing to complain about the dreadful story you wrote about aliens taking over the SU Crew and writing the magazine. As a temporary earth resident from the Saaror 6 solar system I think that your blatantly false story could cause trouble for me and several other visitors from the outer reaches of the galaxy if it got into the wrong hands. Furthermore, my wife's name is in fact Ooneneeky Cheeky and I find nothing funny about this though you obviously seem to find it incredibly humourous. I am currently living in Shrewsbury and think that WWF and Turtles are fab and Amigas and Ataris are crap. Long live SU but give up the rotten alien impersonations.
PS. My Earth name is Colin Rogers.
Happy new year.
Zech Cheeky, Shrewsbury, Shropshire.

Hey Zech, you must be from another planet man! Don't you read anything in SU? If you'll just turn to page 30, you'll see just how much trouble we (THE REAL SU CREW), had getting rid of Fnot and his bunch of cloned SU Crew. In fact, the SU Crew are now completely tooled up for repelling alien invaders and so are all our readers thanks to the alien bashing kit that we've included on page 52. So if anyone else is reading this reply, put on your SU Alien Busting Kit, and pop round and see Zech!

PENDEMONIUM



Want to get in touch with other Speccy users? Or do you just fancy having a pen pal to write to? Whatever the reason, SU's Scribblers is for you. From finding new pen pals to buying and selling those Speccy bits. Just send your letters to PENDEMONIUM at the SU address. You can even include photos if you like!

OUT OF AFRICA

Hi, my name is Peter and I own a Spectrum +3. I am looking for pen-pals in South Africa. I want to swop user written programs or help and get help on programming and gameplay. Most of my current games are from SU cover tapes. I would like to hear from people in the Welkom Goldfields Area, you can write to me.
Peter Alexander Dzomlisa. 24 Hamlet Street, St Helena, Welkom, 9459, South Africa.

GIRLIE CORNER

Wanted, female penpals who are 48K Speccy users. Fed up of all the males? Than write to me, the only female Speccy user on this planet? If you're out there please write!
Angela Gedney, 80 Owler lane, Firvale, Sheffield 4, South Yorkshire, S4 8GA.

CHESHIRE CHEESE

Dear everybody, I'm desperately in need of a pen pal (must be male) (you don't know what you're missing-Ed). To swop secret cheats, tips, secret programs, machine code, jokes etc. Britain only please and respondents must be 8+. I own a Spectrum +2. Write to:
M. Keeling, 12 Falcon Drive, Crewe, Cheshire, CW1 3RX.

PORTUGAL

I'm writing to ask if you could put me in touch with +3 owners in Britain. I own a +3 and have formed a major club that includes users from Portugal and Spain. Since I do not know any +3 users in Britain, I hope that you can help by printing my name and address so that people can write to me.
Eurico Oscar Covas, Rua Alexandre Herculano, Numero 57, R/c Frente, Candal, 4400 Vila Nova de Gaia, PORTUGAL

FAT FRIENDS WANTED

My name is Alan and I'm quite a fat boy so I don't have too many friends but I just love my Spectrum. I'm interested in all Spectrum games, cheats and pokes, and would like to swop software, cheats and bagel recipes with anyone over 13 stone. Write to:
Mr A Dykes, c/o SU, SU Towers, 30-32 Farrindon Lane, London EC1R 3AU.

WILD TURKEY

Hi. I am a 15 year old ZX Spectrum + owner from Turkey. I've got 150 games and am lookin' for a pen pal to share them with. Write to me as soon as possible - No matter what country you live in or how old you are. Write to me;
Erdinc Ozoelik, Betonyol Kanarya sok. No 6/3, Bostanci, Istanbul, 81110, Turkey.

VERY WILD TURKEY

Hello. I'm a seven foot tall Albanian rooster called Roger. I'm into getting up very early in the morning and saying 'Cock-a-doodle-doo' and strutting my funkies all day in front of all the fab chicks that live by me. I don't have a computer but I collect various types of cereal grain and am an expert in scratching farmyard floors. Write to me!
Roger the Cockrel, 3rd Hut from the back, Snr Joselph Murhmat Di Hallilvar Farm, Albania.

NAME ______________________

ADDRESS ______________________

____

____

POSTCODE ______________________

PENPAL ______________________ ☐

SWAP/SELL ______________________ ☐

OTHER *(Please specify)* ______________________ ☐

Send this form with your letter to:
Pendemonium, Sinclair User, Priory Court
30-32 Farringdon Lane, LONDON EC1R 3AU

MARS BLAGG

Dear Garth, or should I say Commander? I'm writing to suck up for loads of yummy software like Heroquest, WWF or Pitfighter because I know that you are much cooler and kinder than the real Garth Sumpter who's more like a mean old pirate than the editor of the best Spectrum mag in the universe. How can you run a magazine with a beard like that? Keep up the good work SU Space Crew and make sure those farty old Earthlings don't take over again.
PS. Please, please send me some software, I haven't been able to get good stuff since I left MARS!
Jason Deering, Swindon, Wilts. (late of Great Sand Lake, Mars)

- *Ahhh Jason. Garth here. Your timing is incredible. The Commander has been vanquished and the SU Crew are back. So what can I say? I'LL TELL YOU WHAT, WHY DON'T YOU TAKE YOUR HALF-SOAKED, OBSEQUIOUSNESS AND TRY TO USE IT ON THE COMMANDER? I'M JUST SO MAD NOW THAT.... (quick chaps, tie Garth up otherwise he won't make it to the end of this letter -AL)*

OH MUMMY

Garthypoos(!)...You're my only hope! Recently my Mum had a go at me for surprise, surprise, NOT having enough software. Now this has me in terminal shock so I really need some software. Terminator 2 and 3D Construction Kit would be perfect but I might settle for Rodland or Teenage Mutant Hero Turtles 2 otherwise I will be terminally killed by my Mum and my sister will get a chance to nick all my games. So please, please give me the software!
Daniel Funnell, High Ongar, Essex.

- *Well Daniel, your letter was sent to the right section (SUCK UP), you gave me a good reason to send you some games and you even asked for some games that I've got. It's just such a pity that you called me Garthypoos - NOW YOU'LL NEVER GET ANYTHING - DO YOU HEAR ME NEVER, NEVER, NEVER....*

Hi guys, Big Al' here just saying that Garth's having a bit of a problem at the moment - having his brain fried by the aliens has reduced his patience a little. So I'm taking over the rest of SUCK UP whilst the poor old fart has a lie down and a cup of Horlicks.... Right? Where were we.......?

HAMMER HORROR!

Oh wonderful Garthy, I have had a devastatingly bad piece of luck recently. I went out and bought 3D Construction Kit, got home to my house where there is some real construction going on and shock horror, one of the clumsy builders went and smashed it to pieces with a 12 pound sledge hammer. So now my loyal old Speccy and I are in deep mourning. Please, please send me another copy of this fantastic game to cheer my Speccy chum and I up again. Many, many thanks,
P.S. I hope you and the SU Crew (wherever in the cosmos they are), had a happy new year.
PPS. Say hello to Hannah for me as I think she is very dishy XXX.
Neil Martin, Maghull, Liverpool.

- *Hah! Hello there Neil. Big Al' here and I'd just like to say what a terrible piece of luck you had with the builders. I was going to be a builder myself at one time but I just couldn't get my bottom to hang out of the back of my jeans properly so they failed me at the medical. With 3D Construction Kit you can be a builder straight away so I'm sending a copy out to you.*
PS Hannah says "Ta very much for the compliment" and she'd like you to send in a photograph so she can see just how dishy you are!



PIRATE PROBS

One day shortly after Christmas I lent a friend some games but after a few days I got suspicious 'cos these games started not to work any more. The next day he brought a blank tape full of MY games into school. He had taped them! I took a note of the games on his tape and sure enough when I got home the games which he had taped were broken (except for a few). I don't know how this happened but I think they must have got broken while he was taping them. So please will you send me a few games (which I definitely WON'T lend to anyone) so that I can sicken him 'till next Christmas. (Preferably WWF Wrestlemania 'cos your demo was brill and Bart Simpson looked brill when you reviewed it and send a few others too please).
Peter Martin, Enniskillen, Co. Fermanagh, N. Ireland.

- *Argggghhhh! A pirate. Well Peter, we've passed your friend's name and address onto F.A.S.T. (the Federation Against Software Piracy) and S.T.O.N.K. (Seriously Terrifying Organisation for Nuking Kippers) And we really hope that F.A.S.T. get to him before S.T.O.N.K. do. In the meantime, we've passed on your name and address too because if S.T.O.N.K. do get him, tie him up by the thumbs and throw smoked fish at him (or worse!), then FAST might offer you a reward (but don't accept any sweets off them eh kids?).*

ROCK IT MAHN!!

As one rocker and would-be Arnie impersonator (I would be if I didn't have a body like a sackful of toothpicks and knotted string) to another you've got to help me. A good few months ago, I bought a Sam Coupe, to replace my Speccy which finally bit the dust. Then, just after buying it, both my girlfriend's employer and my own decided our efforts were 'surplus to requirements'. Anyway I've got loads of Spectrum games but very, very few work on the Sam, (even fewer good ones). With Christmas and all that, if you don't send me a freebie you're going to condemn me to death by old relatives and 'wonderful' television programming. What I really need is a tape that lets me play my Spectrum software on the Sam, thereby escaping tedium, boredom and crap TV....Please Garth, be a hero and save a fellow leather jacketed person from a fate worse than...well the worst possible fate you can think of. Yours Sincerely (and in a potentially life threatening position (oo-er))
Steven Griffiths, Walsall, West Midlands.

- *Sam provide a shadow ROM emulator which should have been on your demo disk dude! It will make SAM work with most titles. Alternatively, The Messenger, a Spectrum interface, available from SAMCo provides a more efficient route, as it will allow any Spectrum game to run on your SAM by downloading it through SAM's network port. As for your suck up, it was rubbish, Garth is in fact a 70's child and not a rocker. The Arnie image is just to please his mother who doesn't like him wearing cream coloured flared suits with wide collars, frilly shirts and his dreadful-platform shoes.*

NEIGHBOURS (tra-le-la-di-la) NEIGHBOURS

My next door neighbour is a complete dork and my Mum invites him over to play on my Speccy. He sits for hours playing the worst games I have. Then I try to get a game and my mum tells me that if I don't give him a game whenever he wants she will rip up my Sinclair User magazines (what a waste) and I haven't even got the money to buy a budget game. So please, please, please could you send me Lemmings so that I could give him some ideas on exploding or jumping off cliffs or Final Fight so I can get some tips about kicking him to death.
Karol Friel, Omagh, Co. Tyrone N.I.

- *Karol, you are a terrible snob, this poor kid mightn't have any friends and you aren't helping him out at all by not wanting him to play on your Spectrum. Your mum is obviously a much kinder person. However, if your (lovely) mum really wants to have this weed in the house all the time maybe she should get another Spectrum for him, you'll soon be far too busy playing the game we're about to send you to bother with unpopular little gits like your neighbour.*

OH SISTER!

Dear Garth, I am having (Smash), damn there goes another joystick, as I was saying I am having trouble with my little sister, you see she is a...joystick murderer! Yes, my sister got through five, let me repeat that, five joysticks in the last year and as a result I think I'm going mad! Hang on, I am going mad! Ha, ha, ha, ha, ha! Wait!! There might still be one thing that will prevent me from entering the portals of insanity, a game I've been after since June. Yes! That's it! The immortal Turrican 2, I sent off for it in June on mail order and haven't been able to keep myself away from the letterbox since, only to find out recently that the order had been canceled, please help me!
Gavin Moseley, Stoke on Trent.

* *What? I hope you got your money back mahn, those mail order dudes are usually very reliable but unfortunately they sometimes do go out of business. This is a sad story which just happens to have a happy ending as you have been selected to recieve the Coloninabadway memorial copy of Turrican 2 on US Gold's Maxpack compilation, bought with the pocket money he left behind in the editor's desk after we soundly kicked his butt and sent him reeling back into space. Enjoy it while you can because you never know, if he finds out you have it he might just pay you a visit to get it back!*

AMIGA HATE

My tale is a sad one. I have been with the Spectrum world for ages (around six years) and I am very happy with my Speccy. But, ever since people at school started to get Amigas (throw up) I have been the victim of cruel taunts such as "ha! Spectrums are crap" and "Spectrums have stick insect sprite graphics". I feel that the Spectrum has a much more friendly character (and a powerpack that you can warm your feet on too!). I have been SU regularly since issue 91 (Oct '89) and on and off before that.

As we're still in the season of goodwill and because all the Amiga owners think that Spectrum graphics are 'crap' please, please, please, please could you send me the excellent Double Dragon 3. That should make 'em weep, eh?!

Yours Pleadingly, Philip Cooper, Barrow-In-Furness, Cumbria.

* *You're darn right, Double Dragon 3 would make 'em weep but I really think you are a bit too quiet for such a vicious game, I mean anyone who loves their Spectrum so much that they warm their tootsies on it's trusty old powerpack must be really anti violence and seriously into veggie burgers and Greenpeace. It would be such a pity to shatter your world with a tough fightin' game like DD3. If you take up some form of martial art and send us some photos of all the nasty Amiga owners you've soundly trounced then I might change my mind.*

SICK AND SWEATY

Excellence, I recently went to the doctors because I was feeling ill. After half an hour of examination he said "I know what it is",
"What, what?" I painfully asked.
"You have a bad case of schoolworkitis" said he, "the only cure is a heavy dose of violence".
"How can I get that?" I asked.
"I would recommend a violent computer game like WWF Wrestlemania".
"Is there any other cure?" I asked.
" Sorry, no, and I can't give you a game on the National Health, so you'll have to get it yourself" he replied. "WHAT?!" I exclaimed wondering what I was to do. He continued, "I am closing in a few days and there isn't another doctor for mile so you'll have to hurry up and get a cure" he coninued. "Bl**dy H**l"! So I thought for a while and finally the answer came to me so I wrote to you. Oh no, I feel an attack of Schoolworkitis coming on. (Several complicated mathematics theorems later), Phew thank goodness that didn't last too long. Please send the only cure to a sick, maybe dying Spec maniac and of course SU maniac.

Iain McDonald, Darnley, Glasgow.

* *Look Iain, there is nothing wrong with having schoolworkitis, in later life you will look back fondly at your school career and all your favourite teachers and say: "What a sad lot of old fools!, I'm really glad that SU didn't send me that game I asked for, becuase I wouldnt have studied so hard and become the Prime Minister." Actually, there's nothing I hate more than school truants annoying doctors just before Christmas. Like magazine staff they're a great bunch of guys and they need their holidays too!!*

Ladies and Gentlemen, please note that it's.....

THE EMAP GOLDEN JOYSTICK AWARDS 1991



Hoorah!! It's that time of the year again when you the readers get the chance to vote for the best (and worst) Spectrum games of 1991.

Yes SU, in conjunction with our sister magazines, C+VG, Mean Machines, CU Amiga, Megatech, The One ST, The One Amiga, PC Review and ACE, present the EMAP Golden Joysticks Awards to be held at the Kensington Roof Gardens. This evening of swanking around in your best black 501's and denim jacket and bow tie is the biggest event of the software calender. Yes folks, software producers will be falling over themselves trying to bribe reviewers with crates of champagne and promising to let them borrow their Ferrari's F40's for a fortnight (can I borrow the red one please?). Reviewers will, more than likely, just be falling over alot, drunk on the atmosphere of the event.

But bribery is all to no avail. (But you can try anyway chaps 'cos my car had a little argument with a sheep at Christmas). These awards are awarded by YOU the reader. And it's your vote that really counts (and I mean that most sincerely folks!) So grab your pens and get scribbling. We want your votes on the best Spectrum games of 1991.

All voting forms must be returned by 10th March when we'll pick one lucky reader out of the hat who'll receive £50 (what!), yes £50 worth of software. Ten runners up will each receive a crisp, Spectrum game (but we'll decide what flavour it'll be!)

SU GOLDEN JOYSTICK AWARDS 1991

In each of the following categories, choose the game which in your opinion, is the willin'est, chillin'est game for that award. Games that you choose must have been released between 1st January '91 and December 31st 1991.

1) Best Graphics 8 Bit ______
2) Best Soundtrack 8 Bit ______
3) Best Simulation 8 Bit ______
4) Best Coin-op Conversion 8 Bit ______
5) 8 Bit Game of the Year ______
6) Programming Team of the Year ______
7) Hardware Manufacturer of the Year ______
8) Software House of the Year ______
9) Worst Game of the Year ______
10) Best Handheld Machine ______
Name ______ **Age** ______
Address ______
______
______ **Postcode** ______

Get your entries in to us before the closing date which is March 10th

GAME: Big Nose's American Adventure LABEL: Code Masters

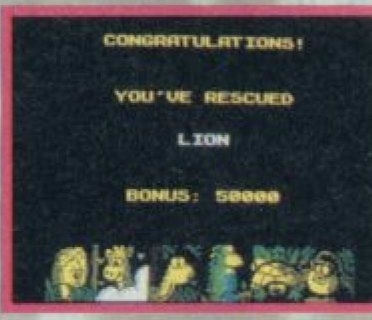
BIG NOSE'S AMERICAN ADVENTURE



Well, that ladde... very handy, it s... beats having to... between dodg... and red platform

Does anyone remember the TV series 'Time Tunnel'? What a show! The incredible story of two all-American boys traversing the corridors of time wearing designer 1970's clothing with wide lapels and tons of screen make up. Oh the drama, the excitement, the pace... believe it or not I used to love this sort of old rot.

New York is a dangerous place, especially for lovely furry prehistoric animals which have mysteriously been transported to the great metropolis and imprisoned without so much as a 'by your leave'. The only person capable of saving them has also traversed the corridors of time to see if he can help. His name is Big Nose; he has a disturbing lack of '70's designer clothing and if you get in the way he might just chuck a great big prehistoric rock at you. (Quick, quick it could become a collector's item).



The lion is the first animal you will get to. It doesn't get easier!



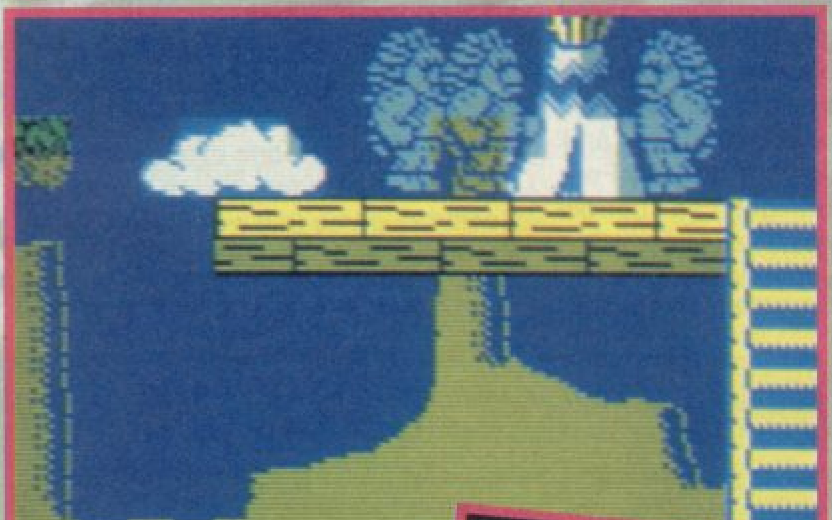
Keep away from the glue at the bottom of that stairs!



Do not pick up that bottle of lager, strange things will happen!

As a cute platform adventure Big Nose scores highly indeed, the main sprite is fun if a little difficult to control and his enemies which include policemen, bouncing bombs, builders and wavy feather dusters of doom come on fast and furiously. To free his friends from their cages Big Nose needs to collect keys which are scattered around the landscape. He can also pick up a variety of other icons some of which are helpful, others less so. Watch out for ones like the glue can and the beer glass, they could leave you in a sticky situation!

Big Nose's American Adventure is not to be sneezed at. The graphics are not at all snotty; they're big and cartoon like and although sprite detection as your character jumps between platforms can be a bit runny, the game has lots of playability and is a good old wheeze at the price.



Will Big Nose smoke the pipe of peace with the Indians or will he just chuck rocks at 'em?



Hurrah, one of the little animals has been saved, well, maybe not so little!

Garth



A good, original budget release from those original budgeteers, Code-Masters. Humourous, pretty to look at and fun to play with smooth, easy control makes it something that you shouldn't look down your nose at.



scores

GRAPHICS	80
SOUND	68
PLAYABILITY	83
LASTABILITY	81
OVERALL	84%

Big Al Dykes

Pollution is on the way out, well at least in the world of computer games, where Captain Planet and now Super Seymour are on the job. I really enjoyed this installment in the Seymour Saga; it contains much more arcade style fun than Seymour Goes to Hollywood and will keep you busy pulverising polluters for a long time.



Seymour kills a tank. Once the baddies have been squashed they release an icon.



Seymour must collect all the barrels but avoid that helicopter head or else shoot him.

MEMORY: 48K/128K TAPE:£3.99

scores

GRAPHICS	71
SOUND	67
PLAYABILITY	80
LASTABILITY	83
OVERALL	82%

Big Al Dykes

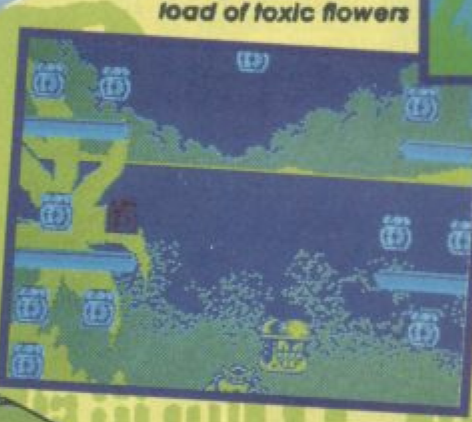
Big Nose's American Adventure is a humourous cartoon bash through New York with a distant relative of Fred Flintstone and a plethora of bungling cops and builders. A playable enjoyable game that can get a little infuriating because of questionable sprite detection but well worth a look.



It's the top of the building and there are those darn platforms again. If I fall again I'm giving up!



Seymour does a super duper leap and gathers a truck load of toxic flowers



Oh no, it's the mutant burger from hell, avoid this chap at all costs!

SUPER SEYMOUR

GAME: Super Seymour
LABEL: Code Masters

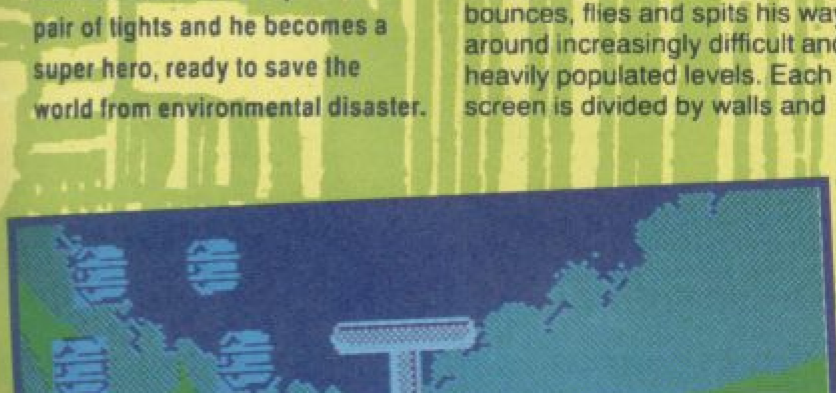
MEMORY: 48K/128K
TAPE:£3.99

Give a man a cape and a pair of tights and everyone will think he's some sort of weirdo. Give a CodeMasters cartoon character a cape and a pair of tights and he becomes a super hero, ready to save the world from environmental disaster.

Super Seymour is a Bomb Jack style platform game in which our the little potato-head bounces, flies and spits his way around increasingly difficult and heavily populated levels. Each screen is divided by walls and platforms and filled with toxic waste, fruit and mutants. Our fine veggie friend Seymour must pick it all up and bump off all the bad guys to boot (literally) by jumping on their heads. There are tons of bad guys to deal with, some, like the mutant burgers, hallowe'n masks and helicopter-heads are quite fast and will actively chase you around the screen, others are slower and easier to avoid and jump on.

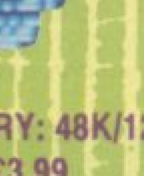
Luckily Seymour also has a variety of special weapons at his disposal (if he's actually going to dispose of them I hope they are bio-degradable) which are released by the mutants once they've been squashed. These include the 'super blow', the phelmy 'super spit' (yuuckk!) and the 'super snare' all of which allow him to stun or trap otherwise very awkward enemies. He can also collect a speed up icon and make 'super duper' leaps enabling him to collect lots of yummy fruit and avoid lots of unyummy baddies. Let's just hope he doesn't get any flies in his soup-er though!

Super Seymour's cartoon style graphics are very well drawn and all the characters (good or bad) are funny and well animated. The game doesn't really impress immediately but once you get into it, go through the first few levels and find out how to use his special weapons properly, it becomes very enjoyable and addictive. So it's a big hurrah for Super Seymour. I'll sleep a lot better now in my nuclear shelter knowing he's out there protecting the planet.



Ha ha!! It's certain death for these two Burgers of Doom as they find themselves underneath Seymour's size 10, squashing boots!

Garth



Although Super Seymour is suspiciously similar to Bomb Jack, it's still one of the most frustratingly addictive games I've played in ages. For 3.99 this represents superb value for money and as an added bonus it's completely environmentally friendly as well.

THE SU CREW ARE BACK!





One morning, two months ago, the entire SU Crew were sucked into the hold of an alien spacecraft.....



...so that the evil
with cloned paro



Playing the worst spots in the cosmos, they're soon dropped off in Blackheath.



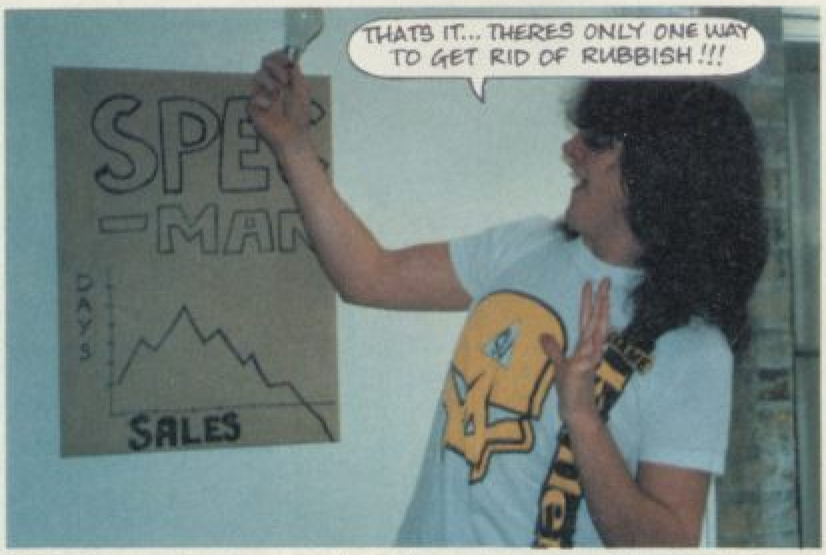
Worried about what's happened to SU under the aliens the SU Crew search for a newsagents to buy one but...



Whilst Tina goes off to see her boyfriend, the boys tr
down the T.1.N.A. sales robot (Zanelli series). And ..



Garth decides to throw himself at the mercy of the rather weird 'SPECMAN!'



Specman, seeing an opportunity to make a few bob, complies



Specman and his horribly disfigure
night to produce a weapon that'll



Tina's amazing night vision - previously used for spotting late-night Pizzahuts, pinpoints the leader.



The Alien's leader, Star Commander Angus Headrush, refuses to hand back SU to the now beserking Garth...



And so the mighty power of
Alien Matter Reducer, is tur



vil A|iens could replace the Crew
arod|es and take over the magazine



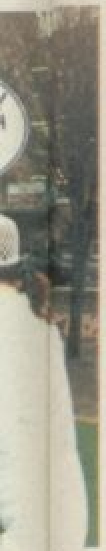
Within the bowels of the spaceship, the Crew put their razor-sharp minds to the problem...



So the Crew try to work their passage back to Earth playing gigs on deepspace cruise ships.



Here we see Al and Garth in concert on the deep-space liner 'Tone Def'.



trac|k
...





... make a few stupid threats that they can't back up and pay a ghastly price for their mistake

Outgunned, the Crew retreat at speed!!*



* This photo later won Seamus O' Trifle the Pulitzer photo prize. It clearly shows the horror of violence and the degradation and futility of photo stories...



ured|brother work late into the
'll ev|en up the odds for the Crew



Specman produces the fruits of half an hours work with white-hot, British technology



The SU Crew mobilise the Garthmobile from retirement for the highly dangerous mission, and go looking for the evil alien leader.



of th|e Spectrum-charged Goblin
urne|d against the evil Headrush



S.C. Headrush is sucked to oblivion....



The SU Crew are back! Their mission, to boldly make spooling mistooks where no man (or alien) has made them before!

HOW POPULAR ARE YOU?



So you think you're a real man about town then eh? All the neighbourhood pretty people really want your body and your friends consistently vote you school personality of the year... Huh! Load of old cobblers.



Why not just admit that you look and smell worse than ten day old pimple puss that's just beginning to go green, AND have less personality than your average Australian pop star.

Well now, thanks to the far flung talents of Freud Sumpter and his psychic SU Crew, you have a never to be repeated chance to clear up all the upset and confusion which surrounds the myth of personality...simply get out your diary and answer the ***Super SU Popularity Quiz 1992,*** below, and remember, if you lie you are really only fooling yourself 'cos quite frankly we at SU Towers don't give a monkey's dribble how popular you are!

Q 1. Your horiscope tells you that the constellations are in your favour this month, so to celebrate you throw a party for all your good friends. When you phone around to see who's coming, which of the following answers do you most often get:

(A) I'd love to go, and in fact I've just won the pools and I'd really like to pay for everything too.

(B) I'd really love to go but I have to go to the hospital and hold my grannie down whilst she has her artificial hip replacement without anesthetic.

(C) Who the hell gave YOU my phone number? Snot Brain!

Q 2. It's party night and you've just spent all your pocket money buying food, drink and new friends, do they;

(A) Turn up with more goodies, some Frankincense and a lot of Myrrh?

(B) Not turn up at all but make a reverse charge phonecall later to say that an air disaster in the family caused their absence.

(C) Turn up late with no goodies and bring along a group of Hell's Angels who steal everything including your parent's Hi Fi and Video?

Q 3. When your teacher asks the whole class a very difficult question and you are the only person who stands up to answer it, what do your classmates generally say?

(A) Wow what a brilliant mathametician! I bet he was a nuclear physicist in a previous life.

(B) Sheesh! What a boring old swot! I bet he'll be a teacher when he gets older.

(C) Shut up bad breath, stop being such a TURKEY!

Q 4. It's gym class and the PE master decides to let everyone play indoor soccer for the period. Two of your best friends are selected to pick the teams do you:

(A) Get picked first every time 'cos you're an all 'round great guy?

(B) Get picked last every time 'cos you can't kick the ball for nuts and usually stick your trainer into someone else's?

(C) Get excused the period by the PE teacher 'cos even he hates your guts?

Q 5. What is the most common favour asked of you by friends?

(A) Please come around to my party tonight because no-one else will go if you don't.

(B) Can I borrow your bike to go to the beach tomorrow? I know you haven't been invited cos no-one likes you.

(C) Here fatty, shine my shoes before I give you a damn good kicking.

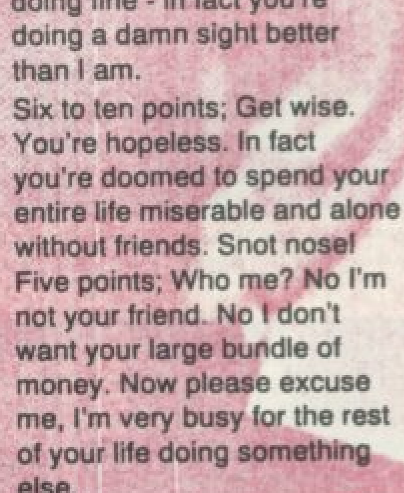
THE SU POPLARITY RATINGS:

Fifteen points; You're either a completely pathetic liar or I'd quite like to come to one of your parties and I'd deem it an honour if you allowed me to lick your little bootlettes clean while I'm there.

Eleven to fourteen points; Don't worry too much you're doing fine - in fact you're doing a damn sight better than I am.

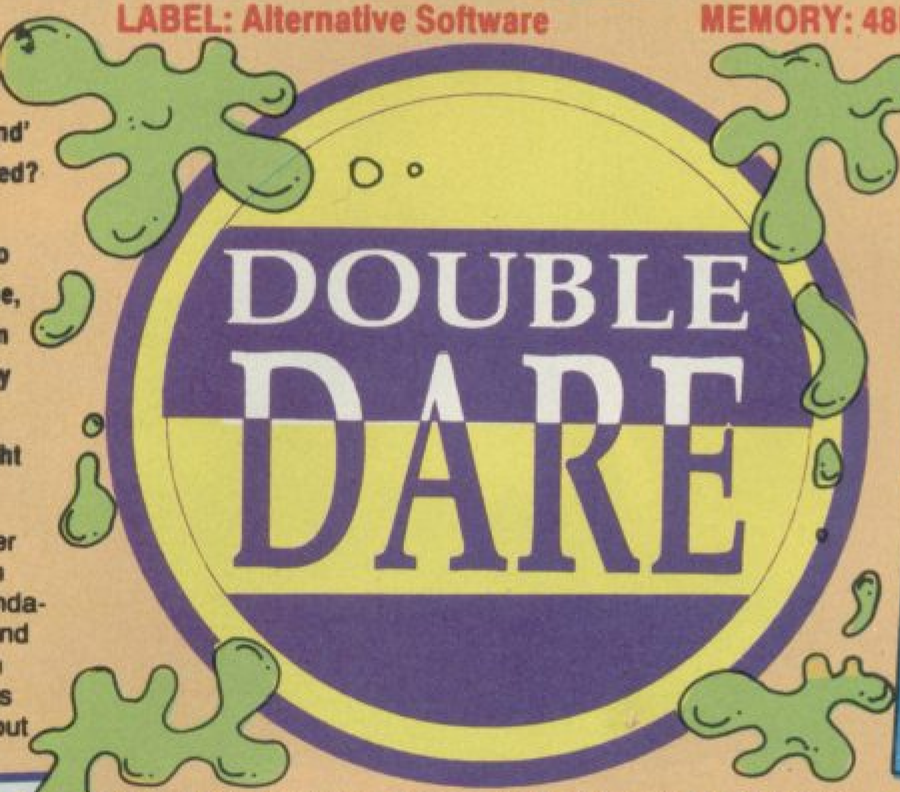
Six to ten points; Get wise. You're hopeless. In fact you're doomed to spend your entire life miserable and alone without friends. Snot nose!

Five points; Who me? No I'm not your friend. No I don't want your large bundle of money. Now please excuse me, I'm very busy for the rest of your life doing something else.



Answers:
A: Three points
B: Two points
C: One point

GAME: Double Dare **LABEL: Alternative Software** **MEMORY: 48K/128K** **TAPE:£3.99**



When was the song 'Going Underground' by The Jam released? What sport does Harvey Smith specialise in? If your answers to these questions are, "Yes please, and I'll have some clotted cream on my scones too!" and "Harvey Smith is a world famous gun-slinger!", then Double Dare might not be the game for you.

However if you can answer these questions correctly then please accept an SU commendation of supreme knowledge, and if you're a fan of the television program on which this game is based, then why not splurge out and get this game!



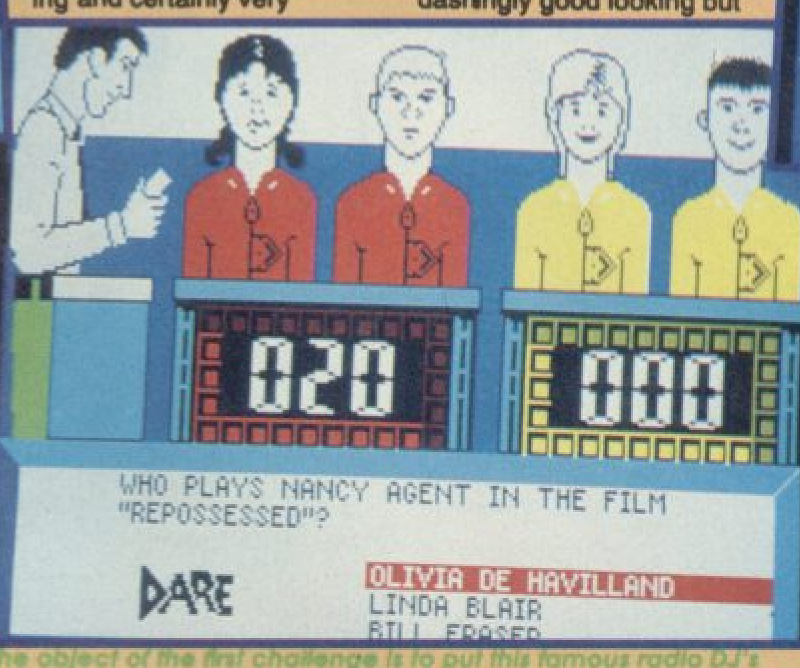
And the team on the left are looking very smug. Why? because answer is indeed 'Meatloaf'.

Double Dare is a quiz show which hits the screens every Saturday morning on 'Going Live', a program which I've never actually seen as most mornings I can be seen 'Going Dead' until about 11.45am. (Thank God and Sony for the video recorder).

The game's catch is that participants don't just answer questions, (they're just sooo difficult sometimes) they must also gamble, participate in puzzle challenges and finally, the winning team must complete a hazardous obstacle course (sounds a little like trying to get a cup of coffee made by Tina) and collect ten flags. The worst thing about the obstacle course is that you're not only competing against time but also the course is specifically designed to make you fall head over heels into gunge tanks - huge slimy vessels filled to the brim with yukky muck. (Icchh!! Sounds like Tina's coffee too).

The quiz part is entertaining and certainly very competitive, however some of the questions seem to be geared towards older people (Who won the Cairo Cup final in 23 BC? Answer: The Roman Army). None are too difficult though and as the answers are given as multiple guess options you can guess if you want. The challenges, all puzzles, are difficult at first, but fun.

The graphics aren't dashingly good looking but they get the job done, (like Garth), and overall the game is very playable and easy to understand. Unfortunately there are only two sets of questions available on this cassette which will drastically shorten Double Dare's lastability which is a pity 'cos it is quite faithful to the TV program and will appeal to all TV trivia fans.



The object of the first challenge is to put this famous radio DJ's face back together. Take a look at the real picture, then decide if you will get tried for crimes to humanity if you put it together again!



Who is this 'Nancy Agent' person anyway? I think I'll 'Dare'.

Scores

GRAPHICS	58
SOUND	57
PLAYABILITY	71
LASTABILITY	61
OVERALL	64%

Big Al Dykes

Double Dare is a faithful quiz show replica with some moderately difficult puzzles and an entertaining obstacle course to spice things up. The computer opponent is quite knowledgable (more knowledgable than some other people not too far away from me at this very moment) and the game would be fun in two player mode too. Worth a look if you actually like Double Dare.

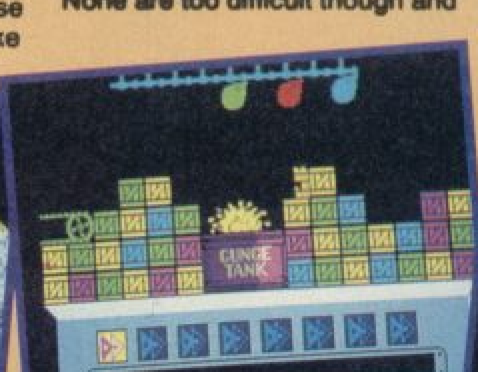
Garth



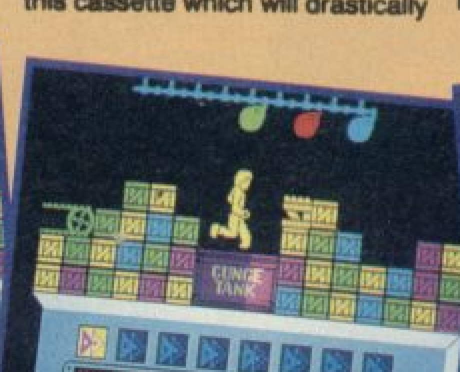
I really don't like this - I'm not sure if it's because I hate the TV program or because I always find it ridiculous to play trivia games against a computer opponent. Luckily you can play against other players to liven it up, but the TV show formula really makes the game too tedious for me.



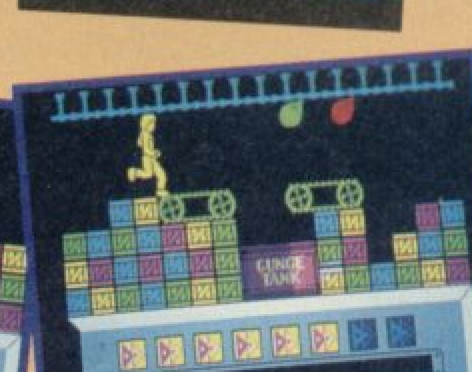
Well it looks like Mr. contestant is about to hit the Gunge tank...



Splat! Hurrah, that'll teach him to be so smug about Meatloaf!

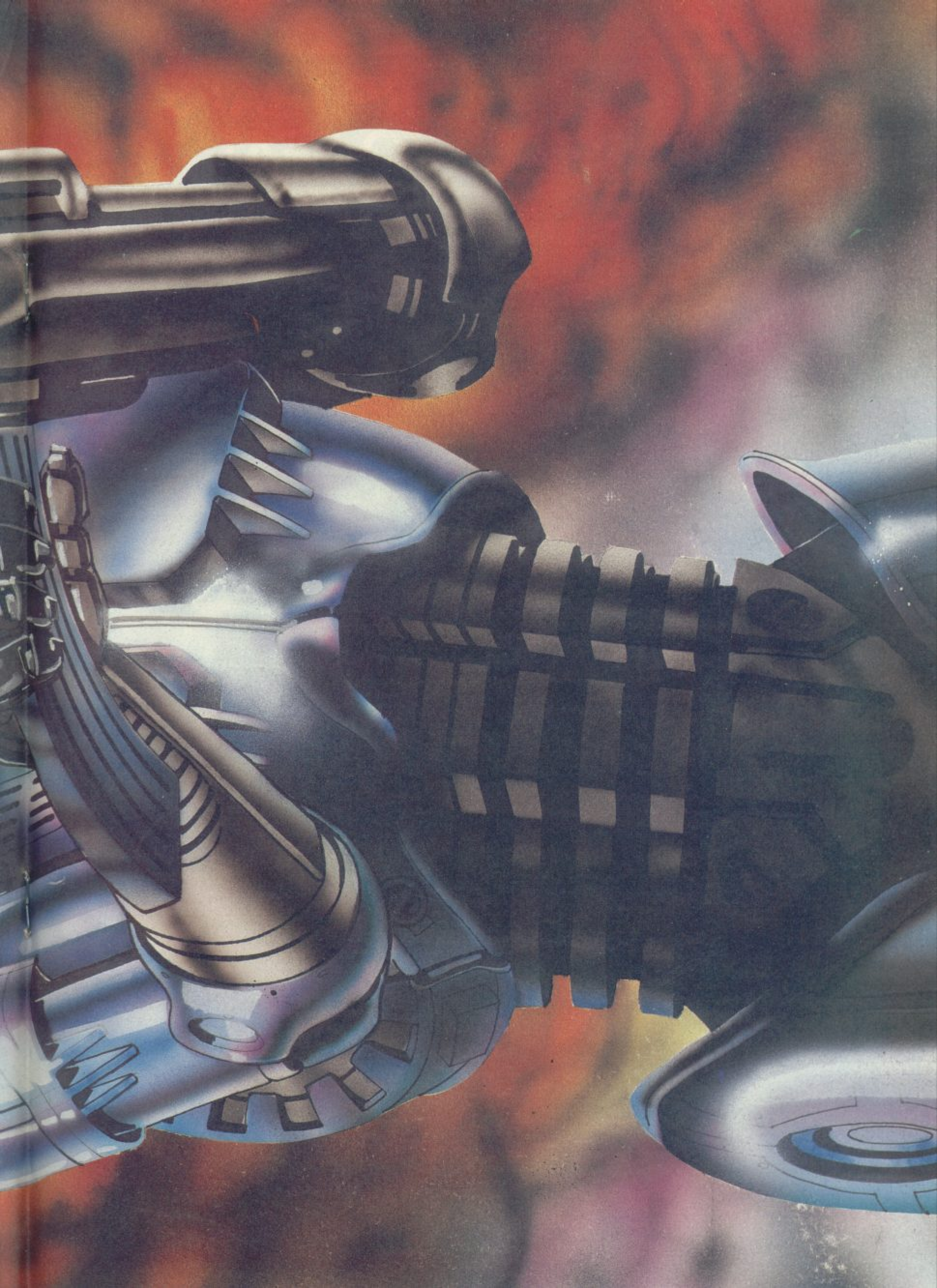


Never mind, he's back on his way and has collected four flags.



Eight out of ten flags but time is running out! Boo, boo, useless!


SU
SINCLAIR USER
MEGAPOSTER!!





SOFTWARE THAT'S HARD TO BEAT

A range of powerful programs for the ZX Spectrum computers. Use the coupon below and send today for our free, comprehensive brochure. Quality, performance and great value for money.

	ZX SPECTRUM 128 AND ZX SPECTRUM+2	ZX SPECTRUM+3
TASWORD — The Word Processor	TASWORD PLUS TWO Cassette £24.95	TASWORD PLUS THREE Disc £29.95 TAS SPELL PLUS THREE The spelling checker for Tasword Plus Three Disc £24.95
TASCALC — The Spreadsheet	TASCALC Cassette £24.95	TASCALC PLUS THREE Disc £29.95
TASPRINT — The Style Writer	TASPRINT 5 Fonts Cassette £14.95	TASPRINT PLUS THREE 25 Fonts Disc £24.95
TAS-SIGN — The Sign Maker	TAS SIGN Cassette £24.95	TAS SIGN Disc £29.95
MASTERFILE PLUS THREE — The Database	NOT AVAILABLE	MASTERFILE PLUS THREE Disc £24.95
TAS-DIARY PLUS THREE — The Electronic Diary	NOT AVAILABLE	TAS DIARY PLUS THREE Disc £24.95
TASMAN PARALLEL PRINTER INTERFACE	£39.95	Parallel printer cable £14.95 RS232 cable £19.95

TASWORD
The Word Processor

Power, flexibility and ease of use have given Tasword an enviable reputation for performance and unbeatable value for money. Each version is packed with useful features and is specifically designed to make maximum use of the memory and keyboard layout.
TASWORD: power, versatility and performance. The definitive word processor for the ZX Spectrum.

TASCALC
The Spreadsheet

At last! A comprehensive spreadsheet for the ZX Spectrum. A full working spreadsheet of 52 columns by 157 rows to process and evaluate numerical data. Advanced features include variable column widths, on screen help, interactive prompts and a full range of formula functions.

TASPRINT
The Style Writer

Print Tasword output in a range of five impressive print styles. The Tasprint lettering is twice the height of normal dot matrix output.
TASPRINT PLUS THREE features 25 fonts AND a FONT DESIGNER.

TAS-SIGN
The Sign Maker

Produce and print your own signs, posters, banners and large notices to get your message across with maximum impact. Add a new dimension to your dot matrix printer.
Prints signs, posters and banners with letters at any height from one inch to the full width of the paper.

MASTERFILE PLUS THREE
The Database

Accomplish your home and business filing with ease and elegance using MASTERFILE PLUS THREE. A sophisticated menu-driven data filing, storage and retrieval system. Data stored with MASTERFILE PLUS THREE may be exported for use with Tasword Plus Three.

TAS-DIARY PLUS THREE
The Electronic Diary

Keep an electronic day to day diary on disc with TAS-DIARY PLUS THREE. TAS-DIARY PLUS THREE features a clock, calendar and a separate screen display for every day of the year. Each year stored on disc includes a memo pad and several note pages. TAS-DIARY PLUS THREE is an invaluable aid to keeping records, reminders and any other data which is related to that most valuable commodity of ours — time!

TASMAN PARALLEL PRINTER INTERFACE

A low cost means to link your Spectrum to any printer fitted with the Centronics standard parallel interface. Supplied complete with cable, driving software for LLIST and LPRINT and screen copy software for most dot matrix printers. Compatible with 48K AND 128K ZX Spectrums.

All prices include VAT and post and packing

Tasman

PERFECTION IN PROFESSIONAL SOFTWARE

Springfield House Hyde Terrace Leeds LS2 9LN Telephone Leeds (0532) 438301

If you do not want to cut this magazine, simply write out your order and post to: TASMAN SOFTWARE, DEPT SU, SPRINGFIELD HOUSE, HYDE TERRACE, LEEDS LS2 9LN.

I enclose a cheque/PO made payable to TASMAN Software Ltd OR charge my ACCESS/VISA number: ______ Expires ______

NAME ______ ITEM ______ PRICE
ADDRESS ______ £ ______
£ ______
£ ______
Outside Europe add £2.00 per item airmail £ ______
Telephone Access/Visa orders: Leeds (0532) 438301 TOTAL £ ______

Please send me a FREE Tasman brochure describing your products for **ZX Spectrum+3** ☐ **ZX Spectrum 48K/128K/+2** ☐ IBM Amstrad PC ☐ Amstrad PCW ☐ Amstrad CPC ☐ Commodore 64 ☐ Dept SU

DISTRIBUTORS: Centresoft Ltd., Leisuresoft Ltd.

GAME: Game Over II LABEL: Alternative MEMORY: 48K TAPE:£3.99

GAME OVER II



scores

GRAPHICS	70
SOUND	56
PLAYABILITY	71
LASTABILITY	74
OVERALL	70%

Big Al Dykes

More old style arcade action from Alternative: not a re-release but nevertheless guaranteed to jog some memories out there in arcade land. Game Over II is a lengthy, riveting blast that doesn't break any new ground but could break some fingers with it's fast gameplay.

Garth



The old ones are definitely the best and I still carry the blister marks left from Game Over. The sequel uses a similar recipe of blistering pace and lip-biting action.

Well, well I've always dreamed of owning a zippy spacecraft with awesome weaponry and a good line in forward, backward, upwards and downwards movement, so slap me with a soggy marmite sandwich if this game doesn't fit the bill.

A classic arcade format space shoot 'em up, Game Over II involves a rescue mission in deep space with ten levels of frantic action taking place above, on and below ground. The variety of gameplay is impressive for a budget game. The main Character, known as Commander Locke gets to ride a strange beast (no, not the Garthmobile) and fly around using a spacecraft and jetpack without fear for his own safety or for parking tickets.



Space sled meets asteroids. Quickly, blast 'em to pieces!

To cut a long story short, (well relatively so) you must reach a prison planet against all the odds, flying over it's volcanic danger zones before landing and then capture and use an 'Adrec' (a strange cross between a kangaroo, a horse and a sad Australian TV presenter) to get you through the swamp. (Can you tell what it is yet kids?). Other levels include an underground forest, a subterranean lake and finally, the fiendishly well-guarded prison itself which all make Game Over II quite a difficult blast that demands lightning-quick reactions, lots of practice and a strip of Elastoplast for those finger blisters.



Vicious star fighters line up to shoot at our hero, I'm so scared!

Enemies come on fast and furious in Game Over II.



Unfortunately I couldn't get a Sinclair joystick to work with it but keyboard control is good. There are 24 different enemies to contend with, some are easy enough, almost suicidal, but others are dangerous beyond belief, especially the ones that creep (or fly at lightning speed) at you from behind.

With large clear graphics and plenty of colour, Game Over II contains more than enough speed and good fightin' action to keep most combat-crazy space veterans blister-fingered and well plastered right to the end.

GAME: The Last Commando LABEL: Alternative MEMORY: 48K TAPE:£3.99

THE LAST COMMANDO

Garth



I'm very pleased to know Big Al's mother. She serves up food with variety and a feeling of busyness, which strangely enough is just what The Last Commando has in abundance, whilst still retaining a familiar feeling of having tasted this all before.

Faster than a speeding mullet (eh?) and bouncier than a frog on a trampoline, The Last Commando is about to become savior of the universe...John Major had better privatise him quickly, it looks as though he might be running a monopoly and that's not fair is it?

The plot revolves around an artificial intelligence that has gone out of control and populated the galaxy with machines, destroying all other life forms. (Hmm, where have I heard this before?). Explosive charges have been placed on three planets inhabited by these machines and now they must be detonated by the Last Commando.

The game takes the form of a left to right scrolling shoot'em up with a small but fast and manouverable main sprite (mounted in a tracked armoured vehicle) and a variety of hopping m-m-m-mad (twitch) enemies. There is plenty of playability and your commando has a long lifeline so there's not too much stop/start hassle.

Me? I'm just very hard!!



A Commando's life - all countdowns.

Scores

GRAPHICS	72
SOUND	68
PLAYABILITY	69
LASTABILITY	70
OVERALL	67%

Big Al Dykes

The last commando is exactly the sort of simple formula, fast moving game that we all became hopelessly addicted to a few years ago. That said, there haven't been very many of this type around lately so call me a nostalgic old fool (I will, and more - Garth) but I enjoyed The Last Commando, although this time I didn't get addicted, which my mother will be pleased to know.

Graphics and sound are good if a little dated looking and I must say I enjoyed this little bash. So many games these days can get too complicated so it's nice to see some good old fashioned fun on the Spectrum.

(H)IT'S

THE TOP 30 ALBUMS

Question: What is the name of the biggest ocean in the world?

(A) The Atlantic? or
(B) the Pacific?

Answer: Neither of course, the biggest Ocean in the world is Ocean Software and just to prove that it's far more than just a drop in it, The Hit Squad have put together an incredible Top Hits competition guaranteed to have you raving through the afternoon and, for that matter, well into the next century too. (It's true pop-pickers!)






Just before his demise, Commander Coloningbadway, in an attempt to counter the human SU Crew's intergalactic busking endeavours, traveled by space cruiser all the way to Hit Squad headquarters in Manchester and returned with an incredible record voucher worth £130 (which should be enough to buy the top ten albums on CD and/or cassette) and a cargo hold full of the best Hit Squad software available. Fighting off S.C. Headrush and Ooneneeky Cheeky on their way back from a deep space rave on Strobelight 7, he managed to transform the whole lot into yet another SU Megacomp.

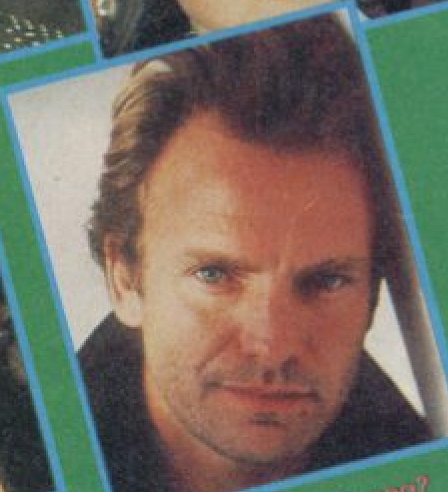
Thanks to his efforts YOU can now win **THE RECORD/ TAPEY/CD DEAL OF A LIFETIME!** with the first prize of a fist full of record vouchers - enough to buy even the top ten albums. This is certainly a competition to rave about - because their are over 90 runner up prizes of a **HIT SQUAD** game which you can choose from in the list below.

MIDNIGHT RESISTANCE
RAINBOW ISLANDS
ROBOCOP 1
OPERATION THUNDERBOLT
CHASE HQ
POWERDRIFT
LAST NINJA II
ALTERED BEAST
BATMAN THE MOVIE
NEW ZEALAND STORY






Someday, all teachers will be this pretentious.



In Bed with Madonna? No, with flu actually!



Win the fab Rainbow Islands....



...or Operation Thunderbolt...

AMAZING



AND 90 HIT SQUAD TITLES UP FOR GRABS

HOW TO WIN £130 WORTH OF RECORDS, TAPES AND CD'S

There are six (er..) deliberate errors in the second 'Wanted' poster below, sent out by the defeated SC Headrush into the far reaches of space in the hope that Big Al' will betray his almighty leader Garth to the Aliens. To win one of the fabulous HIT SQUAD prizes, simply circle these errors, cut out the poster and send it with your name and address to "We Want Garfy Back (even if his beard does scare Grannies)", SU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, to arrive here no later than 18th March.

WANTED



For being vaguely human, editing a magazine with dodgy spelling errors, consistently eating raw onion sandwiches in the office and getting rid of the alien editorial staff of Sinclair User.

Description: Five feet ten inches tall, three feet five inches wide, blue eyes, pot belly. Usually has a scraggy beard, permed hair and wears a leather jacket.

REWARD: Five hundred bagels.

WANTED



For being vaguely human, consistently eating boiled onion sandwiches in the office and getting rid of the alien advertising staff of Sinclair User.

Description: Three feet five inches tall, three feet five inches wide, blue eyes, slim belly. Usually has a scraggy beard, straight hair and wears a leather jacket.

REWARD Five hundred doughnuts.



...or the beautiful Last Ninja II...



...or take Power Drift for a spin!

If I win, I would like a copy of: ____________

NAME: ____________

ADDRESS: ____________

____

POSTCODE: ____________

SHOE SIZE: ____________

Remember, the editor's decision is final and no other correspondence will be entered into unless it is large and inflatable, with a big door and lots of room available for playing energetic indoor sports.

GAME: Ninja Collection LABEL: Ocean MEMORY: 48K/128K TAPE: £9.99

NINJA COLLECTION



It's a rough life as a Dragon Ninja. Never being allowed on buses and having a real truckin' bad time getting to work in the morning

A deafening HIIYAAAH! signals the arrival of yet another dose of chop-sockey action to try and rule supreme over the current compilations and beat 'em-ups which are currently doing the rounds. Oceans effort involves three arcade conversions, namely Double Dragon, Shadow Warriors and Dragon Ninja, which were all quite successful when first released.

First on the sparring mat is Double Dragon, where as Billy and Jimmy Lee you and a friend can kick the excrement out of the evil gang that has kidnapped Billy's girlfriend Marion. This game is the worst on the pack. Some of the most tedious and excruciatingly boring gameplay ever devised makes the Quit feature possibly the best feature about this game.

Shadow Warriors is one of my favourite beat 'em - up arcade games, even though it's getting on a bit now. The Speccie version features colourful graphics, with some large sprites and tasty backgrounds that can become a little confusing at times whilst I found the controls too unresponsive to generate the fun and addictiveness of the coin-op. Oh well, back to the arcade version...

Dragon Ninja is the last to kick it's way into the package and again involves a rescue mission - this time the President of the good ol' U.S of A has been abducted ("What's happenin' Ed?")

This conversion loses the simultaneous two - player option, but it's still a faithful conversion. Graphics are well defined, the sound is adequate, and the action is involving and enjoyable. This one is definitely the pick of the bunch but it cannot compensate for the other two atrocities on this pack. If you want Dragon Ninja, get it on budget, and leave this pack in the Dojo of Dreadful Compilations.

scores

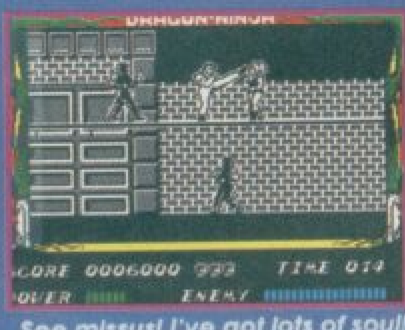
OVERALL 56%

Mathew Denton

Call me The Master of Moany-Jitsu, but the Ninja Collection just fails to make it past the level of white-belt in the compilation grades. This is definitely one to avoid like a rotten bird's nest soup - otherwise it'll leave a nasty taste in your mouth.



Double Dragon dance compo



See missus! I've got lots of soul!





Garth

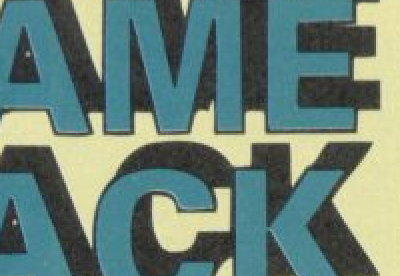


Ahh soo. Velly silly price point means that you only save £2.00 on the budget price of the games and end up with a couple of less-than-excellent games. If you already own one of these games then don't buy it!

GAME: 4 Game Pack LABEL: Atlantis MEMORY: 48K/128K TAPE: £3.99

4 GAME PACK

Life goes on doesn't it? Past disasters like earthquakes, tornadoes and the new Atlantis 4 Game Pack. The feeble four on offer here are Superkid, Spooky Castle, Crossfire and Stack Up, which were all previously available as separate budget titles.



The strength of 20 toddlers and he can fly. I hope he wears a nappy!

Superkid is young Tom Essex after he drinks some Liquid X and finds that he has the strength of twenty toddlers and can now fly. Bored with his diet of rusks, he vows to battle crime wherever it raises it's ugly sawn-off shotgun, which basically involves saving stranded women and escorting old ladies home. All this may not sound too exciting and it's not - if you can stay awake through the game and can be bothered to get up, up and away.

Spooky Castle deserves awards for it's unoriginal plot, feeble graphics and awful sound, the latter consisting of about four beeps. If this puts you off then good, because the rest is worse. To start with it is just soooo frustrating, mainly due to the frequent deaths caused by a ghost that whizzes out just as you're about to complete the screen.



Don't get caught in 'Crossfire'

I thought this game was very difficult but I soon found out why - the whole game consists of about 20 screens and I completed it in about half an hour!

If you thought that Spooky Castle was the worst game on this pack, then wait because

GAME: Soccer Stars LABEL: Empire MEMORY: 48K/128K TAPE: £11.99

SOCCER STARS

scores

OVERALL 71%

Paul Berry

Football has never been a good subject for the Spectrum which two of the games, Kick Off and Microprose Soccer, prove without a doubt. If you can wait until the budgets come out then do so. If not, then Gazza II and Emlyn Hughes will take the sting out.

Garth



Gazza and Emlyn are two remarkedly good football games - both 1st division stuff so why they've been asked to share a pitch with a couple from the Vauxhall Premier League is beyond me.



Soccer Stars is billed as being the ultimate soccer compilation. Arsenal reckon they're the ultimate football team too, so we know not to believe everything that we read.

Sadly, there are a couple of games here that shouldn't have even made it out of the dressing room, along with two veritable top players.



Microprose's banana kick special

Who are the teams? Kick Off 2, Gazza 2, Microprose Soccer and the very impressive Emlyn Hughes International Soccer which, when I started playing, had me instantly hooked. The detailed of pitch and players makes play excellent as does the number of options. There are so many! This has got to be the best soccer game that I have seen in my entire meaningless life.



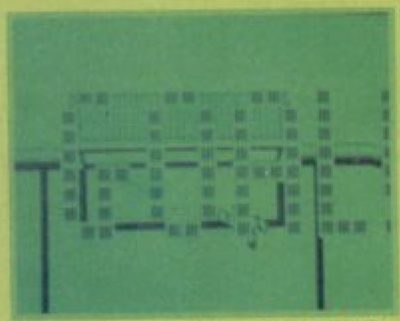
Gazza - what a guy!

And onto Kick Off 2. The ghostly sprites are diabolical to control! I had a horrid time playing with the only good thing about the game being the lots of different options to choose from.

Moving on swiftly to Gazza 2 where the tears never stop flowing! (Hand me a kleenex Garth). There are so many different things you can do in the game that it will keep you amused (And possibly addicted forever.)

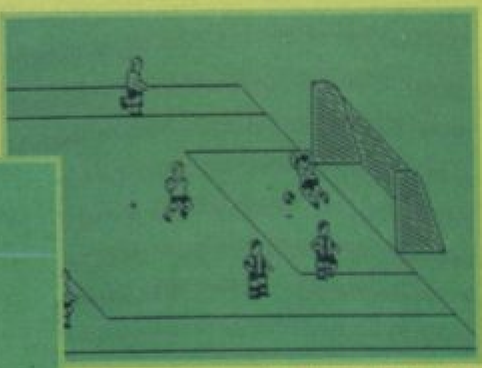


Kick Off - A Speccy failure.



It's in the net - it's a GOOAALL!

Control is easy and your sprites are clear - the opposition though are ghostly 'half sprites' to make



Emlyn, Emlyn, Emlyn.... Hurrah!

the game faster, and more than a little bit spooky.

Microprose Soccer was a major disappointment. Too few options (although the 'banana kicks' are pretty cool) with two types of pitch: normal and indoor. The graphics are detailed but the game itself is too easy; you can usually walk the ball into the goal and score which won't keep anyone amused for long.

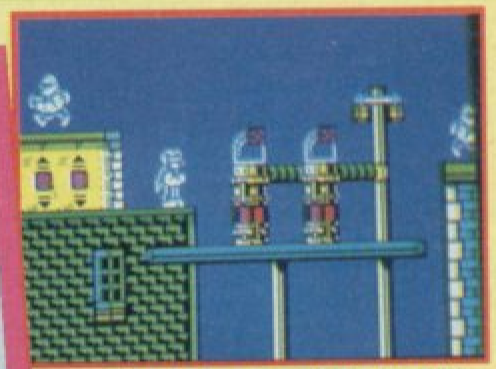
Crossfire is even worse. It's an Op. Wolf clone in which you must wipe out the mobsters of Chicago. There is a total lack of violent action, due to the graphics (the baddies look as menacing as poodles) and sound (just bleeps for dead baddies and bloops for dead innocents). What seals it's doom is that there is no variation AT ALL, with only two enemies who just sit there so that you can shoot them!

Crack-Up is a breakout variant with the usual multitude of power up capsules to liven it up, including lasers, bat extensions and extra lives. It's all been done before but this is a competent clone all the same and it does has a certain addictiveness about it. However, one good game can't save a pack.

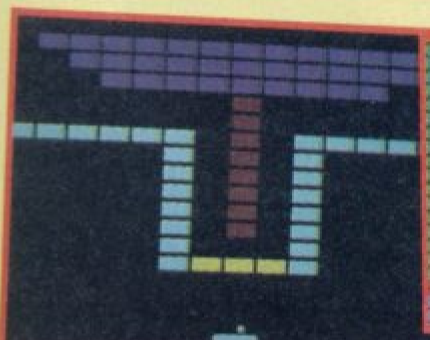
Garth



Whoops! And Matthew was doing so well. I don't agree with his mark. I think that four games at a quid a head is fine value. The best games are undoubtedly Stack Up and Spookey Castle but the four games will last a couple of days regardless...



"Look Ma - top of the world!"



Stack Up - a great Arkanoid clone



"Put that light out!"

I think it's obvious what the final conclusion is - two absolutely appalling games, one very boring game and one quite good game. This is one pack you should leave on the shelf for some other sucker to buy.

scores

OVERALL 45%

Matthew Denton

This Atlantis pack is one of the worst budget compilations I've seen in ages. If you've got a brain, you'll avoid this package like the plague.

PRICE BUSTER READ THIS!

AMAZING OFFER
Select any two games from thre list below at discount price, ie.
£2.99 + £2.99 not £5.98 but £5.50
£2.99 + £3.99 not £6.98 but £6.50
£3.99 + £3.99 not £7.98 but £7.40

BUDGET

Game		Price
3D Stock Cars 2	New	3.99
3D Pool	New	3.99
Action Double	New	3.99
Afterburner		3.99
Altered Beast	New	3.99
APB		3.99
Biff	New	3.99
Batman - The Movie	New	3.99
Bubble Bobble		3.99
Bubble Dizzy	New	3.99
C.J.'s Elephant Antics		3.99
C.J. in the USA	New	3.99
Cabal		3.99
California Games		3.99
Chevy Chase	New	3.99
Chase HQ	New	3.99
Classic Punter		2.99
Classic Trainer		2.99
Cricket Captain		2.99
Cricket Master		2.99
Defenders of the Earth		3.99
Devastating Blow	New	3.99
Dizzy Panic		3.99
Double Dragon		2.99
Double Dragon II	New	3.99
Dragon Spirit	New	3.99
Fantasy World Dizzy		3.99
Fast Food		3.99
Fighter Pilot		3.99
First Division Manager	New	3.99
Footballer of the Uear		3.99
Fruit Machine 2		3.99
Gemini Wing		2.99
Ghostbusters II		3.99
Ghouls and ghosts	New	3.99
Grand Prix Challenge	New	3.99
Guardian Angel		3.99
Hard Drivin	New	3.99
Heroes of the Lance	New	3.99
Hogoblin		2.99
Hong Kong Phooey		2.99
Indiana Jones & The Last Crusade	New	3.99
Interchange		2.99
Jimmy's Soccer Manager	New	3.99
Last Ninja 2	New	3.99
Magicland Dizzy		3.99
Mega Hot - 9 Titles		4.50
Miami Chase	New	3.99
Mig 29 Soviet Fighter		3.99
Moonwalker	New	3.99
Mountain bike 500	New	3.99
Multimix 1		4.99
Multimix 2		4.99
Multimix 3		4.99
Multimix 4	New	3.99
New Zealand Story	New	4.99
Night Gunner		2.99
Operation Thunderbolt	New	3.99
Outrun		3.99
Paperboy		2.99
Paris to Dakar	New	3.99
Power Drift	New	3.99
Pro Golf		3.99
Pub Trivia		3.99
Quattro Coin Ops		3.99
Quattro Adventure		3.99
Quattro Arcade		3.99
Quattro Cartoon		3.99
Quattro Fantastic	New	3.99
Quattro Combat		3.99
Quattro Firepower		3.99
Quattro Sports		3.99
Quattro Super Hits		3.99
Quattro Super Skills		3.99
Question of Sport		2.99
Rainbow Islands	New	3.99
R-Type		3.99
Rambo III		3.99
Red Heat		3.99
Renegade III		3.99
Rick Dangerous	New	3.99
Robocop	New	3.99
Scooby Doo & Scrappy Doo		3.99
Silkworm		2.99
Skatin' USA		2.99
Sky High Stuntman	New	3.99
Slightly Magic		3.99
Snooker Manager		2.99
Soccer Director		2.99
Soccer Double 2	New	3.99
Spike in Transylvania		3.99
Spooky Castle		2.99
Strip poker 2		2.99
Stunt Car Racer	New	3.99
Superkid in Space		2.99
Super Seymour	New	3.99
Switchblade	New	3.99
Tarzan goes Ape		3.99
The Games Summer Edition		3.99
The Games Winter Edition		3.99
Tin Tin on the Moon	New	3.99
Tomahawk		3.99
Toobin'		3.99
Top Cat BeverleyHills Cat		3.99
Top Gun		3.99
Tornado ECR		3.99
Tracksuit Manager		2.99
Treasure Island Dizzy		3.99
Turbo Outrun	New	3.99
Turrican	New	3.99
TT Racer		2.99
Untouchables		3.99
Vigilante		3.99
Vindicators		3.99
Wacky Darts		3.99
Wile. E. Coyote	New	3.99
World games		3.99
Xenon		2.99
X-Out	New	3.99
Xybots		3.99
Yogi and The Greed Monster		2.99
Yogis Great Escape		2.99

FULL PRICE

Game	Cass	Disk
3D Construction Kit	16.99	16.99
Cisco Heat	7.99	N.A
Fist of Fury	7.50	N.A
Final Fight	8.50	11.50
Fun School 2 Range	7.50	9.99
Fun School 3 Range	9.99	12.99
Fun School 4 Range	9.99	12.99
Golden Axe	7.50	10.99
Hero Quest	7.99	N.A
Hudson Hawk	8.50	10.99
Lemmings	9.50	N.A
Manchester Utd - Europe	8.99	N.A
Mindstretchers (Monopoly, Scrable, Cluedo)	13.99	13.99
Paperboy 2	8.50	N.A
Pitfighter	7.50	10.50
Robin Smith Int Cricket	7.50	N.A
Robozone	7.50	N.A
Shadow Dancer	7.99	N.A
Shoe People	7.99	N.A
Skull & Crossbones	7.50	9.50
Smash TV	7.99	N.A
Super Space Invaders.New	7.50	N.A
Terminator 2	7.99	10.99
The Simpsons	7.99	N.A
Thunderjaws	9.99	N.A
Turtles Coin Op	8.50	N.A
Viz	7.50	N.A
World Class Rugby	7.99	N.A
WWF Wrestlemania	8.99	N.A

FAVOURITE BOARD GAMES

Game	Price
Cluedo	Cass 7.99
Monopoly	Cass 7.99
Scrabble	Cass 7.99
Trivial Pursuit	Cass 12.50

CALL US ON 24 HOUR CREDIT CARD HOTLINE
(021) 440 4108
PLEASE STATE NAME, CARD NUMBER, EXPIRY DATE & GOODS REQUIRED

COMPILATIONS

DIZZY COLLECTION
Dizzy, Fast Food, Fantasy World Dizzy, Treasure Island Dizzy & Magicland Dizzy
Cass 7.50

DIZZY'S EXCELLENT ADVENTURES
Dizzy Panic, Kwick Snax, Speddbound Dizzy, Dizzy Prince of Yolk Folk
Cass 7.50

IT'S TV SHOWTIME
Bob's Full House, Bull's Eye, Every Second Counts, Blockbusters, Krypton Factor
Cass 7.50

DIZZY CARTOONS
Dizzy, Spike in Transylvania, Slightly Magic, D.J.'s Elephant Antics, Seymour goes to Hollywood
Cass 7.50

SOCCER 6
Tremble Champ, European Champ, World Soccer League, Euroboss, World Champs, Trevor Brookings World Cup Glory
Cass 7.50

POWER UP
Altered Beast, Turrican, Chase HQ, X-Out, Rainbow Islands
Cass 11.99

HANNA BARBERA CARTOONS
Yogi's Great Escape, Hong Kong Phooey, Top Cat, Ruff & Reddy
Cass 7.50

TOO HOT TO HANDLE
Golden Axe, Super Off Racer, Total Recalll, Shadow Warrior
Cass 12.99

NINJA COLLECTION
Shadow Warrior, Double Dragon, Dragon Ninja
Cass 7.50

MOVIE PREMIERE
Teenage Mutant Hero Turtles, Back to the Future II, Gremlins 2, Days of Thunder
Cass 10.50

CHART ATTACK
Lotus Esprit Turbo Chall, Impossamole, Cloud Kingdoms, Ghouls & Ghosts, Supercars
Cass 10.50 Disk 13.99

ORDER FORM AND INFORMATION.
All orders sent 1st Class subject to availability. Just fill in the coupon and send it to: PRICEBUSTER, Unit 23, 14/20 George Street, Birmingham. B12 9RG **(DEPT SU)**

BLOCK CAPITALS
Name: ....
Address: ....
....
....
....
....
Postcode: .... **Tel No:** ....

NAME OF GAME	COMPUTER	VALUE
	POSTAGE	
	TOTAL	

Postage Rates: Please add 50p P&P on all orders under £5.00. EEC Countries add £1.00 per item. Non EEC add £2.50 per item. Cheques payable to Price Buster

---

A NEW DIMENSION IN COMPUTER GAMING!

QUEST



Imagine a complete fantasy world with powerful gods and strange magic. Dream of cities with guilds and temples, of a vast wilderness, populated with animals and beasts, of dark dungeons, home to the deadliest monsters of all, guarding the richest treasures.

Imagine no more! Select your party of adventurers from the sixteen different charactér types. Take up your spellbooks and swords and travel with us to the world of Kharne.

Seek your fortune in the wilderness, explore the depths of the earth, seek employment in the towns and cities, research new spells and magic, seek favour with the gods through prayer and great deeds, do battle against the creatures of darkness and other players. These are just a few of the options available to you.

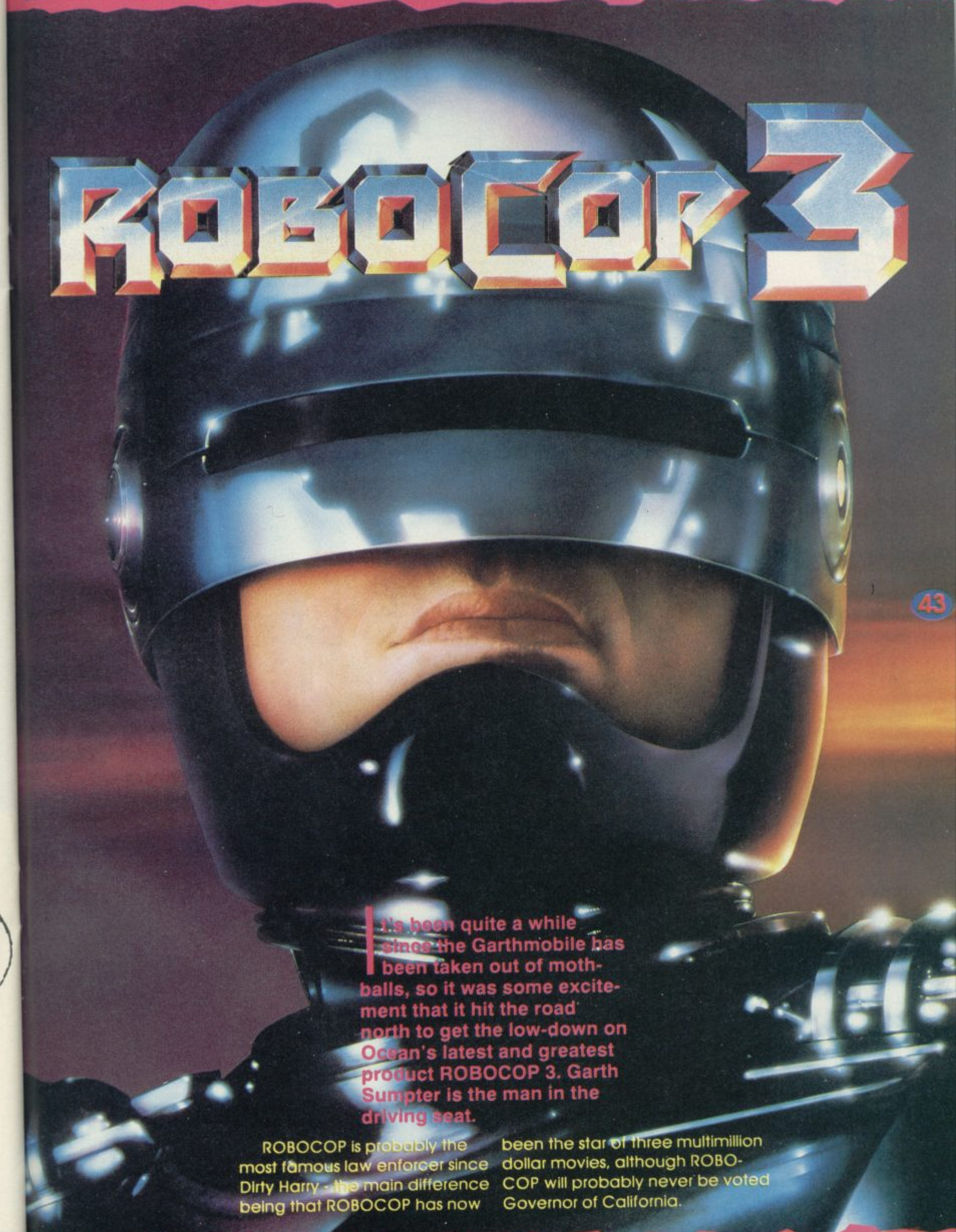
QUEST is a computer moderated game played through the post. It has been programmed on a truly epic scale with 1000 player positions in each game, dozens of monsters and spells to discover, 40,000 wilderness locations and hundreds of dungeons. The game is fully supported by our team of professional games masters and programmers. For your FREE information pack and game start, write now to:-

KJC GAMES

SU3 CLEVELEYS, BLACKPOOL, LANCS., FY5 3LJ
TEL: (0253) 866345 FAX: (0253) 869960

PLAY BY MAIL INFORMATION LINE 0898 555 077
(Calls charged at 36p off peak, 48p all other times, per minute.)

KJC GAMES

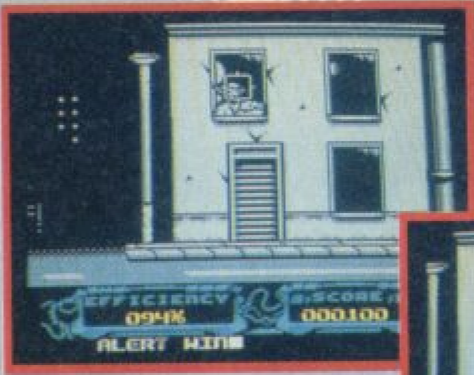


ROBOCOP 3

It's been quite a while since the Garthmobile has been taken out of mothballs, so it was some excitement that it hit the road north to get the low-down on Ocean's latest and greatest product ROBOCOP 3. Garth Sumpter is the man in the driving seat.

ROBOCOP is probably the most famous law enforcer since Dirty Harry - the main difference being that ROBOCOP has now been the star of three multimillion dollar movies, although ROBOCOP will probably never be voted Governor of California.

ROBOCOP 3



Level 1: Splatterpunks appear at the windows and try to shoot you. They only appear for a short time so you must move the sight, get a lock-on and fire quickly.



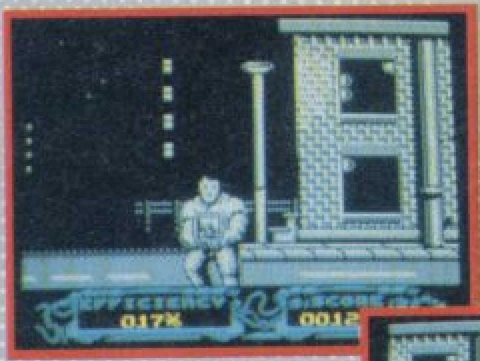
On this level, there are text messages that warn you of dangers. Also, a red arrowhead appears to tell you which direction you must go to confront them.

LEVEL 1

Robocop 3 is virtually finished, and it boasts five levels of absolute finger pumpin' action. In the first level you're out on the beat and up against the local Splatterpunks who'll take pot shots at Robocop, wither ducking out of windows or just running in from either side of the street. A square sight is moved over the target, locks on and then you can fire. Bye bye baby! And at the end of level, you can repair damage to Robocop by spending repair tokens that you can collect during the game.

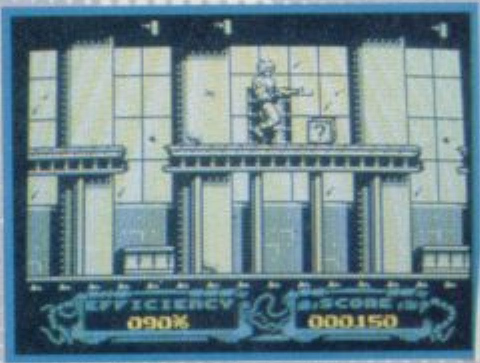


Between each level, the repair screen allows you fix bits of ROBOCOP that may be hanging off by spending collected repair tokens.





After a while the Splatterpunks get braver and come out onto the streets. Keep a cool, metalic head and blow them away.



Open the box and win a prize!



Level two sees Robocop in action at the Rocket Motors factory. Here we confront a rehab, a nasty, leaping sproinging ninja of doom.

LEVEL 2

The action here all takes place at the derelict Rocket Motors factory where our metal mug is attacked by Splatterpunks and Rehabs, in a platform blast that fully utilises his jumping ability. During the level you can pick up power-ups to increase your health or your firepower which goes three way and even up to guided missiles.



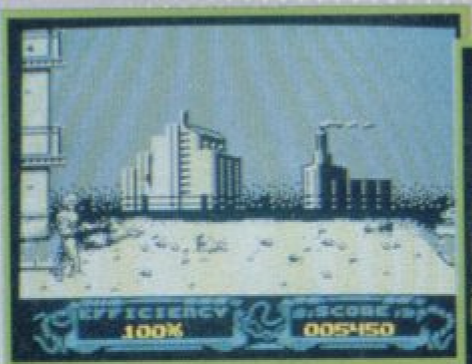
Leap, sproing, blam!



And onto level three where ROBOCOP has donned a jetpack to take the fight up to where some of the jetpack equiped rehabs have taken it. By this point, it's useful to have picked up a few power-ups to get three way fire...

LEVEL 3

And it's jetpack time. Flying around the streets of Cadillac Heights, Robocop will find Rehabs flying around and everyone just jumping off ledges at him just to make his task of locating and destroying a heavily ar moured tank just a touch more difficult.





This all looks like a pleasant little wasteland until the guardian tank trundles onto screen. This sucker takes a lot of beating and without power-up weapons it's so hard.



ROBOCOP 3



LEVEL 4

Oh dear. Old Robo forgot to fill up with gas at the supermarket so it's goodbye to the jetpack and a long walk back to OCP tower. There's a helicopter to complicate things on the way and ED209 who's acting as chief bouncer on the main doors.





And you've made it to OCP towers but wait, what's this....?



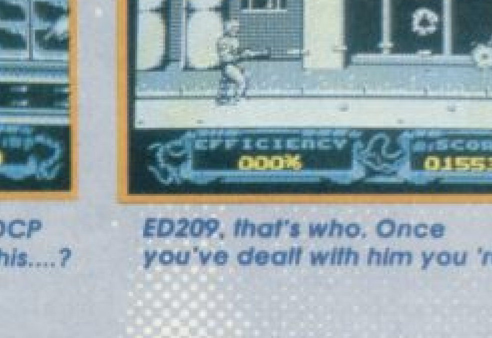
ED209, that's who. Once you've dealt with him you 're in!

LEVEL 5

He's in and now he's got to make his way up the tower in order to confront the Otomo Ninja Robots.



And finally, you've got to make your way up the tower to confront the dreaded Otomo Ninja Robots. That is once you've beaten your way past the guards you encounter on the way....



The Otomo Ninja Robots! They're not so tough (on cheat mode that is)



The Spectrum version of the game has been programmed by Probe software, who have a liking for big licences. That's because they all drive big cars.

ROBOFAX

Robocop is the product of all the squidy bits that were left over when in the first Robocop, Detroit cop Alex Murphy, was repeatedly shot by a gang of shotgun totin' baddies. All the bits were collected in a bucket and later on, put back together by Omni Consumer Products.

Bob Morton was the character who supervised Alex's rebuild, and M.O.T. in the film. Unfortunately, he was done over good and proper afterwards by Clarence Bodikker, (whose Morris Minor he failed once for poor headlights and having a kipper stuck in the glovebox!)

Sorceress



Greetings mortals. How time flies! (A curious expression, when you think about it, but we'll let it pass). Five seconds ago it was Christmas, then we were celebrating the new year, then the January sales stretched willpower to the limit. Weeks have passed by like minutes and here we already well into a new year.

Strange stuff, the English language, I overheard someone playing a game of computer golf a few days ago exclaiming; "Just look at the wind!", I mean, how can you actually look at some wind. You can see leaves blown about or smoke swirling from a chimney, but you can't see it! Still, I suppose as it is the language that controls most existing adventure games I suppose we should be glad that it is such a rich and varied collection of words and phrases.

The mere fact that it is called the "English" language probably irks some people of Welsh, Irish (Oh Sorceress I never knew you cared, you old Sasanach wag - Big Al) or Scottish extraction. Whether or not it annoys the decidedly Scottish adventure author Tom Frost I do not know, but I can tell you that he has been using English to create adventure games ever since Magic Treasure appeared on the ZX81 (remember those?) and 1942 Mission turned up for the Spectrum. Both of these titles were written in the early eighties, and I am happy to report that Tom is still going strong today.

Another early game was called 'The Spy Trilogy' and this has now been re-released by him as a bargain three part adventure priced at £2.50, including a free bonus game.

He has consistently released top notch material at very reasonable prices, and I suggest that you could do far worse than order 'The Spy Trilogy'. Tom's company is known as Tartan Software, and the address to write to is 61 Bailie Norrie Crescent, Montrose, Angus DD10 9DT.

Of course this is not the only adventure produced by Tartan Software, if someone mentioned 'Bare Bones' to you, what would you think of? Well, many things spring to mind, most of them of a rather strange nature, but in fact "Bare Bones" is the name given to a new collection of solutions to adventure games. Fourteen full solutions are covered in the first issue of this A5 booklet (it is intended to make it a quarterly publication), and games covered include Alien Research Centre, Arrow Of Death I and II, Colditz, Ten Little Indians, and many more.

Les Mitchell is the person behind it all and for further information (as the old saying goes) why not write to Les at 10 Tavistock Street, Newland Avenue, Hull, HU5 2LJ. Byeee!!

Witts End



RED LION:

(from where we left off):

Go south, w, up, w, n, e, e, n, n, e, give milk to panther, e, climb tree, plank gap (that curious instruction means that you can now enter the Mire lord's tower), e, wear glove, up (to the central chamber, and you can now see the Mire lord and the red lion ruby), say "fall auron" (a burst of flame leaps from your hand towards the sorcerer and he is dead - would that it was so easy in real life!), get red lion, down, w, down, w, w, s, s, w, w, n, e, n, down, w, up, w, s, s, w... and that, my friends, is that!

RETARDED CREATURES AND CAVERNS:

(from where we left off):

If you go north, you will be grabbed by a tentacle from the moat, a voice will want to know who is attempting to pass, Bulbo will get you released and a gold coin will be pressed into your hand. North, to the castle ante chamber, examine chamber to see a handle on the north wall, examine handle to be told how to use it, examine dragon, who is sitting on a heap of gold and partially obscuring a tunnel to the west. Type in WORN to discover what you're wearing, and amongst other things you'll find a string vest, unravel vest to get some string, tie string, when asked "to what?", answer, "to handle", pull string to create an opening to the east, but you can't go east yet because it's dark. So go south once again to leave the castle, examine wall to see two torches, get torch, north, east, and your torch will be stolen so go back and get the other torch. At some point in the castle, an elf will steal your gold coin, but don't worry as we'll get it back later. Also, another elf will appear and ask whether you want to play as a warrior or a magician, either will do...to be continued.

JOURNEY TO THE CENTRE OF EDDIE SMITH'S HEAD:

(from where we left off):

Exit van, n, up, e (there's a loose panel here), hit panel (to reveal a secret room to the east), e, take big key, w, w, down, unlock door, down, take wine, drink wine, drop big key, drop bottle, up, e, take torch, w, s, enter van, drive south, exit van, w, n, n, (man at hostel asks you what you want), say help (you are given a note to give to the landlord, but DON'T read it yourself), look, take note, s, s, s, w, w, examine computer, type help (to get your next set of directions), w, s, s, e, s, w, w, s, s, se, shoot cat, examine cat (a piece of paper floats to the ground), take paper, read paper (go to room 106 in the pub and knock on the wall three times)...to be continued.

MORDON'S QUEST:

(from where we left off):

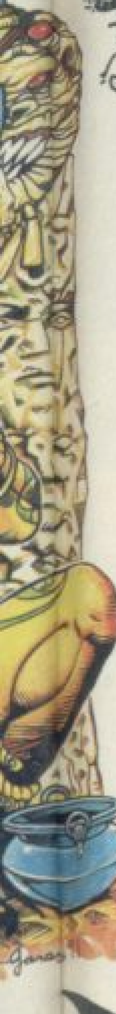
The futuristic area - e, take geiger counter, w, and n back to the machine. Now go to the Roman area - ne, e, move churns, take and transport ring, w, w, examine straw, take battery, e, s, s, push plate until you go back to the futuristic area - e, drop geiger counter, e, se, nw, sw, spray paint, 8875, take and transport device, n, nw, sw, s, s, s, take and transport ingot, n, n, n, nw, w, w, n, e, insert battery, w, s, e, e, touch plate, s,...to be continued.

AN EVERYDAY TALE OF A SEEKER OF GOLD:

Give the cakes to the trolls in exchange for the spade, poke the sneaky eyes with the branch, the key opens the chest, tie the feather to the arrow with the string, the groat provides the entrance fee to Benny's, the sword sharpens the sword (true!) and cuts the grass, give the food to the hungry bear...to be continued



Getting you Started



CHALLENGE OF ITHYUS:

(from where we left off):
Get sphere, up, n, e (you see an elf selling insurance), give coin (you have insurance sheet), open door(you hear a whistling noise), duck (an arrow hits the wall and explodes), up, w, open curtain (you see a large dog), throw rat, look (the dog vanishes), get tooth, e, n, w, open iron maiden (now THERE'S a band!), examine dwarf, get map, read map (shows a route through mines), drop map, get note, read it (it's about the Kapow spell, you need broken glass, water, tooth, rope, and mould), e, e (you see a coffin, but leave it for now), n, n, e, s, s, e, s, e, get flask, examine flask (you see the word "ALTHAR"), n, n, w, n, w, s, s, s (back at the coffin), open coffin (you release a vampire ghost)...to be continued.

DOCTOR GOO AND THE SAMORONS:

(from where we left off):
Go east, get beam, get oxygen, exam oxygen (press button), w, roll oxygen (it goes down a hole), n, drop beam (it spans the hole), cross beam, w, exam equipment, get wire, get magnet, tie wire (to magnet), e, (back at hole), lower magnet, get oxygen, w, n (the air is sucked out), press button (on oxygen), e, exam desk, exam intercom, press switch (you hear voices) open door, e...to part three...climb tree, exam branches, get rope, down, n, e, exam turtle (asleep, and has a thick shell), e (monkeys throw coconuts at your head), scream (turtle jumps out of his shell), get shell, wear shell (by a tower), remove shell, knock door, hit samoron, tie samoron, search samoron, get key, get card, examine card (it's for transmission rom), up, e (hear footsteps), hide, w, up, e, exam computers (you see a tiny hole), insert screwdriver...part four coming up next month.

MOLESWORTH:

(from where we left off):
Search Honda, get pass, examine pass, s, se, w, w, w, n, n, n, search camp, enter tent, get sandwiches, eat sandwiches, leave, e, d, search rubbish, get flak, examine flak, read label, wear flak, u, w, s, s, chop tree, examine tree, get branch, drop axe, s, e, e, e, e, n, n, climb fence, vault river, n, w, buy fork, e, ne, buy beer, drink beer, give camera, leave, s, vault river, climb fence, s, s, e, e, drop pole, get matches, ne, enter hut, get lamp, leave, sw, n, n, w, s, dig, drop fork, get bone...to be continued.

JEKYLL & HYDE:

(from where we left off in part 2)
Go east, n, s, e, e, w, s, s, s, s, s, e (you'll now be able to pass Enfield after paying him the compensation money for trampling the young girl - you'll arrive home and transform back into Jekyll). Down, s, s, s, s, s, (reply to Cabbie) "Gaunt Street", (say to Utterson) "thank you", "no" (say to Cabbie) "home" (or let him drive you to a number of random locations). When back in the hall - n, n, n, n, up, take flask, put salt into flask, pour liquid into flask (you are now Hyde, and must find your way home. Any movement which is not allowed makes you fall into the gutter and get arrested, so use EXITS command to find out illegal moves)... to be continued.

PRIDE OF THE FEDERATION:

(from the start)
Note that in part one, you need to keep on refilling your waterbottle at the tap, you cannot take the short cut back up the rope if carrying more than 2 items, and anything the droid takes can be reclaimed from the service workshop) inventory, down, n, examine pots, get packet, examine packet, w, n, n, e...to be continued.







Letters

SPOOKY TALES

Billy Jones, a Liverpool lad writes: I've been trying to complete some of my old adventure games, and one that I've been playing with again is a game called Matt Lucas. I think I'm near the end of the game, but when I come to the gravestone in the spooky place a voice asks me for the password but I don't know what it is. I've tried a few words but nothing seems to work and I can't find anything in the game that might give me the password. Can you help?

* *If you cast your mind back to an earlier part of the game, where you are in a club, you might recall that two rough characters in it are having a conversation. You overhear part of it, which goes "...the word is out. We meet at the warehouse." The password that the voice at the gravestone wants is "out", so SAY OUT, and strange things will start to happen.*

RIKI TIKKA TAVA

Dennis Hastings, who doesn't come from Hastings but from Seaton, writes: 'In the Golden hand of Bhakhor, I've found a snake, and it's giving me a headache. so far it's eaten a mouse, and a mongoose has appeared, so I suppose I'm supposed to catch the mongoose and then let it attack the snake. My trouble is, I can't see any way of catching the mongoose.'

* *Not surprising really, tricky blighters, mongooses (or is it mongeese, i really can never remember), anyway, keep trying to catch it and when it runs into the hole in the damp room, block the hole up with mud. Next time it runs there, it won't be able to get into the hole because you've blocked it. Now you can catch it and bring it to the snake's location (quite how you're supposed to carry the thing I don't know!), whereupon the mongoose will happily see off the snake for you.*

BOTTOM DRAWER GIRLS

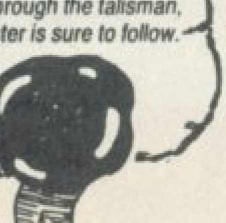
Andy (who, despite the name assures me that she is female!) Newton, currently residing in London NW1, writes: 'Two of us have been playing the game Match Maker, and have great fun questioning everyone (every game should have a question command!). But when we question the dressmaker, she says that we must get rid of the mice and she'll give us a wedding gown. Being mere females (mere?! MERE?!), how do we get rid of these mice?'

* *This is a wee bit complicated, so from the dressmaker do the following; Out n, n, n, n, nw, e, e, e, u, u, u, u, take orchid, d, d, d, d, drop stick, d, cast rod, cast rod, drop rod, drop boots, u, w, w, w, se, se, sw, in...and watch what happens. This may not sound like it's done anything but follow the on screen messages and all will be revealed.*

THAT SINKING FEELING

Barry Wilson, from Huddersfield, writes: 'In Golden Talisman, I can't seem to find any way of getting across the quicksand, so what do I need to get me across?'

* *You need a map and a compass, dear boy. The map is in the carte and the compass is made by removing the hair from the talisman and tying it to the lodestone that you get from the tribesman. Before returning the lodestone to the tribesman, don't forget to remove the hair and thread it back through the talisman, otherwise disaster is sure to follow.*



GAME: G-Loc LABEL: US Gold MEMORY: 48K/128K TAPE:£11.99 DISK:£16.99 RELEASE DATE: March/April

G-LOC

Due to recent intergalactic events the SU Crew will not be able to bring you the advertised review of G-Loc...crackle, buzz...hurrah we're back! After months in outer space we've finally beaten those darn aliens and not a moment too soon!

Ah yes, it's good to be back in the driving seat again (well, pilot's seat since this is G-Loc), and not a moment too soon. If the aliens had got their grubby tentacles on this combat sim, then outcome of the fight for SU could have been uncertain.



A totally amazing A8 M15 MkII super-carrier fighter. It's so advanced it'll almost fly itself! Yes please, I'll have one!

G-LOC is a combat simulation as opposed to a flight simulation which is disappointing as the name of the game led me to believe that flying this plane would be more difficult than chasing a ferret in a coalmine. It isn't. What is difficult is actually staying in the air during dogfights whilst in ground attack missions the enemy support ships fire everything but their kitchen sinks at you, (claws in you cats!)

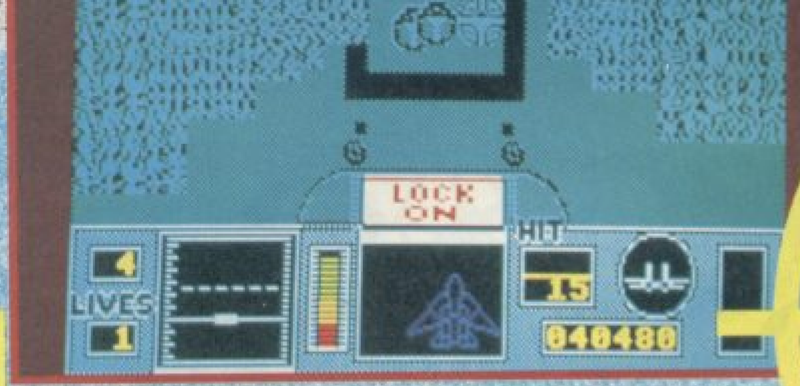
Flying a carrier-borne aircraft called the R360, a type of hybrid made from the best bits of an F14, an F15 and the water pump from a Zanussi Turbo Washer, you must complete a series of air to air and air to ground combat missions (and collecting your dry washing in the process).

Increasing amounts of aircraft must be blasted out of the sky before tackling escort ships in a fjord (Yes, shoot that Fjord Escort with your designer cannon and Habitat homing missiles).

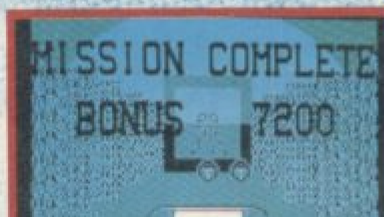
The main screen shows the plane's cockpit controls, which are uncluttered and easy to make out and include a damage indicator, radar screen and fuel and afterburner gauges. There is also a fully equipped head up display unit with a locking target indicator, full gas central heating and double glazing. The perfect home for any fully trained air combat psycho.

Apart from the target indicator and a flashing missile "locked on" message the most valuable moving display is the radar screen. This warns you of the number of enemies approaching and from what direction they are coming. If they're on your tail it's very advisable to take evasive action otherwise you'll get your botty shot off!

There are three difficulty levels, easy, medium or hard, I



There are fifteen ships to destroy in the surface attack mode.. Oh no, look, it's Cap'n Bad Guy again, lock on and destroy.



Surface level successful how about some tea?

G-LOC is 'gradual loss of consciousness' due to G-force, a phenomena which occurs during high speed combat manouvers in jet aircraft. A blackout occurs in these situations because gravitational pull or G-force increases with acceleration and sudden directional changes, preventing blood from reaching a pilot's brain.

People standing on Earth experience a gravitational pull of one 'G', if you accelerate in a car or a plane (or talk to Garth for more than one minute) the feeling of being pushed back into your chair is G-force, though you shouldn't experience a blackout (unless you talk to Garth for more than five minutes). In any combat situation, fully trained pilots will begin to experience G-loc at around 7.5 'G'.

The F16 is probably the most manouverable combat aircraft in the world so all it's pilots are trained and conditioned to withstand up to 9 'G'... that's nine times what you are experiencing right at this moment! Unless you're reading this whilst flying across some county in England



This is how to get G-LOC. Fly upside down!

Garth



G-LOC is a fabulous arcade machine game- mainly because of the custom built joysticks and mega procesors that are available. Unfortunately, the wild game play doesn't translate onto the Spectrum quite so well.



Take one high power cannon...



And one auto-lock missile...



Find a few enemy aircraft...



And blast 'em outta the sky!!



started off at medium and found it steady going but beware of the hard option. It really builds up a sweat and takes quite a bit of practice to enjoy.

The graphics are all in mono with the enemy aircraft and missiles being well drawn and, thanks to the omission of colour, the game is consequently very fast and animation is smooth.

Unfortunately it is a bit boring and repetitive at first, but once you get the hang of it you'll end up blasting away for ages as long as you don't get too annoyed by the very basic sound which is slightly less infuriating than a wood termite trying to find its way home after a rave. Just a rather small variety of clicks and buzzes let you know that something exciting is happening.

G-LOC is by no means an exceptional game, it has plenty of action but unfortunately it all looks the same. Nevertheless it has impressive speed and control is easy and precise. Arcade style action which comes very close to the mark but unfortunately just misses it by a whisker.





scores

GRAPHICS	83
SOUND	65
PLAYABILITY	85
LASTABILITY	84
OVERALL	83%

Big Al Dykes

Following in the footsteps of Afterburner, G-loc is a fast, action packed aerial shoot 'em up with many difficult enemies and situations to overcome. Unfortunately the game lacks real mission variety but does make up for this with some serious arcade speed action. Not my favourite air combat sim but certainly worth a look if you are a die hard fan of this particular game genre.



Shooting is a fine art, bank the aircraft on a level horizon towards the enemy with your finger so the fire button.....



..... And let him just sail into your sights. That's the way to do it so don't argue, unless it's constructive.



Hum, now what could this be? Let me look in my Jane's book of military hardware...la de da, hum de dum.... oh yes, it's an enemy missile, agghl! Help!!



Sheesh, looks as though I've been shot, I've still got one life left though.

GUN LOCK

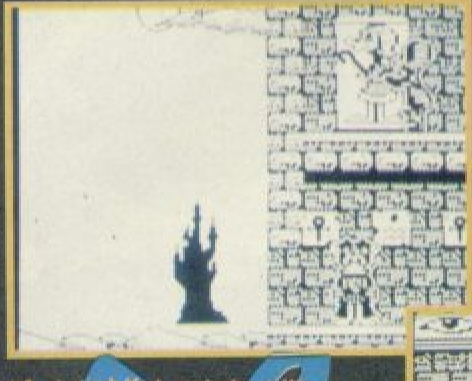
The aircraft is equipped with twin high power cannon and air to air missiles. When using cannon the best way of downing another aircraft is to keep your finger on the fire button and veer at an angle towards the bad guys, getting as close as possible. This is easy enough when they're approaching from in front but you need to time it precisely when they're coming from behind.

KIDS PACK

CHILD'S P

GAME: Kids Pack LABEL: Alternative MEMORY: 48K/128K TAPE: £12.99

It's back to school folks with a collection of six, T.V. based programs aimed at the children's market with Kid's Pack featuring; Postman Pat, Sooty and Sweep, The Wombles, Superted, Popeye 2 and Count Duckula.



"A delightful estate with easy access to the Crypt."

Count Duckula hass the hero searching a huge pyramid for a mysterious and magical saxophone. Various objects aid our feathered fiend, as do Igor and Nanny, who pop up occasionally to help out our crispy little friend. Unfortunately all the screens look similar so it's difficult to remember where the various objects (and the places they are to be used), without making a map as you go.



Here's the dog trying to make a clean sweep of it

Sooty and Sweep is a platform romp in the Jet-Set Willy mould. One or two players must collect Sweeps' lost bones before big, bad Matthew comes home and viciously beats them all (are you sure? -ED) Various creepy crawlies must be avoided or stunned with either Sooty's magic wand or Sweep's water pistol (no violence here, kiddies). It's all good fun, with colourful graphics and simple but pleasing gameplay, which entertains for a fair few hours.



Come on Pat. Stop thinking about your moggy and get to work.



Inside Duckula's residence, furnishings are gorey! (Euuch!)



Matthew always keeps a bone in his bedroom...

Postman Pat (and his rabid black and white cat), take to the roads in a simple drive-around-and-deliver lots-of-things type game. There's not much to do in this and really when it comes down to it, not much enjoyment



No letters for the baby Jesus today christains.

to be gained from it either. Even the rib-tickling japery of driving around in reverse, loses it's appeal after a few lamposts. Definitely not one to get the package for and probably the worst one on the compilation.

The Wombles comes in as a close second worse however. You collect bits of rubbish and find parts for one of Tobermory's inventions, as Orinoco and competing against you is his best cleptomanic friend Wallington, who nicks all of your ill-gotten gains without mercy. This game is extremely tedious and repetitve, having all the excitement of watching Arsenal play football. The one good thing about this game is the well-designed graphics which





Garth
Postman Pat, Postman Pat, Postman Pat is a boring old.. cat lover. So don't buy the game for him - buy it for Popeye, Superted, Count Duckula and Izzy Wizzy, let's get busy Sooty and Sweep.



Bit of keyboard letter recognitio[n]
involved in this exercise....

PLAY

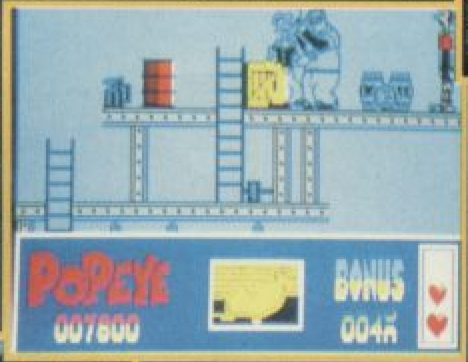


manage to capture some of the TV programme's flavour.



Madame Cholet rewards the boys with pie

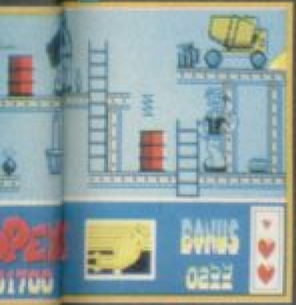
gameplay. Popeye must traverse the platform and ladders whilst de-activating bombs and collecting hamburgers for Wimpy. Cans of spinach give him the super-strength needed to get past nasty goons and big, bad Brutus.



Looks as if Popeye 'Can't stands no more!' of Brutus. And Olive can't stand either of 'em

Sometimes you get hit by objects falling down the screen which you have no time to dodge a rare occurence which does not spoil what is a very enjoyable and addictive little game.

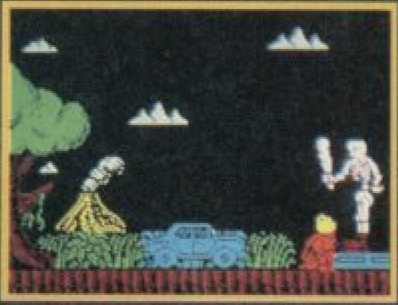
Popeye 2 is my personal favourite of the pack with it's excelent graphics (Popeye looks and moves just like his TV counterpart) and challenging





Texas Pete is brave to want to kidnap Spotty!

The last game, Superted, is a horizontally-scrolling game with beat 'em-up overtones. Texas Pete has kidnapped Spotty, and it is your job to save him from being liquidised. To do this you must dodge the various obstacles in you way or alternatively, give them a damn good



hiding. The compulsion to see the next level is very strong and coupled with the colourful graphics, it makes this one of the better titles of the pack.

Overall, this pack is a fun bundle of games, which is great in the short-term, just don't expect to be playing them in a couple of weeks time, that's all. If you can live with that then have a look - you could do a lot worse with your money.

Scores

GRAPHICS	75
SOUND	70
PLAYABILITY	79
LASTABILITY	69
OVERALL	76%

Matthew Denton

There are no outstanding titles here, but they are certainly good fun in the short term, and not bad if you want six simple and undemanding titles with which to waste away the hours.

GAME: Shoe People TAPE£10.99 LABEL: First Class /Gremlin MEMORY: 48K/128K DISK£15.99

the Shoe People™





Word recognition is well-done with good graphics and multi choice. Bon, bon!

Shoe Town is a happy place where all the shoes and boots and slippers go about their business in their funny old way and where learning is always the most important thing, just as it should be, eh kids?.



Garth

At last! An educational game that can take on the Fun School series. Entertaining, interesting and well thought out.

Well, The Shoe People are now available on Spectrum and Trampy and all his friends are about to show four to six year olds exactly what spelling and counting is all about. The game is divided into two parts, the first is segmented into five different word, number and recognition activities and the second involves learning to draw and colour screens.

Margot's Magic Colouring Book contains a sketch pad and a set of colouring templates. It is very well laid out and easy to use with lot's of facilities and colours.

The graphics are very good and represent the individual shoe people delightfully. When you get something wrong they all react with sad faces, when right they beam with pleasure.



Balance the see-saw and you've got the number right.

There is a merry tune which carries through the whole game and the overall presentation is simple and clear. For first-time players or younger children, parental supervision would be advisable at first but the nippers will soon get the hang of it.

SISE UP TO SHOE PEOPLE

Activity 1: "Trampy visits his friends". An object recognition and name matching game with two difficulty levels.

Activity 2: "Sgt. Major Sorts It Out". Recognising shapes and objects by placing placing them among groupings of like objects.

Activity 3: "The Great Alphabet Robbery". Recognising the importance of capital and lower case letters and where they should be placed and sorting out simple diagrams.

Activity 4: "Wellington goes to the park". Recognising and adding numbers. Count the balls or numbers weighing down one side of a see-saw and balance up the other side with the right answer.

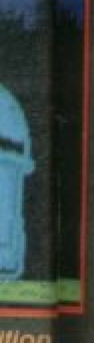
Activity 5: "Charlie's Big Day". Recognise developing patterns as part of a circus clown's tricks and puzzles.

Scores

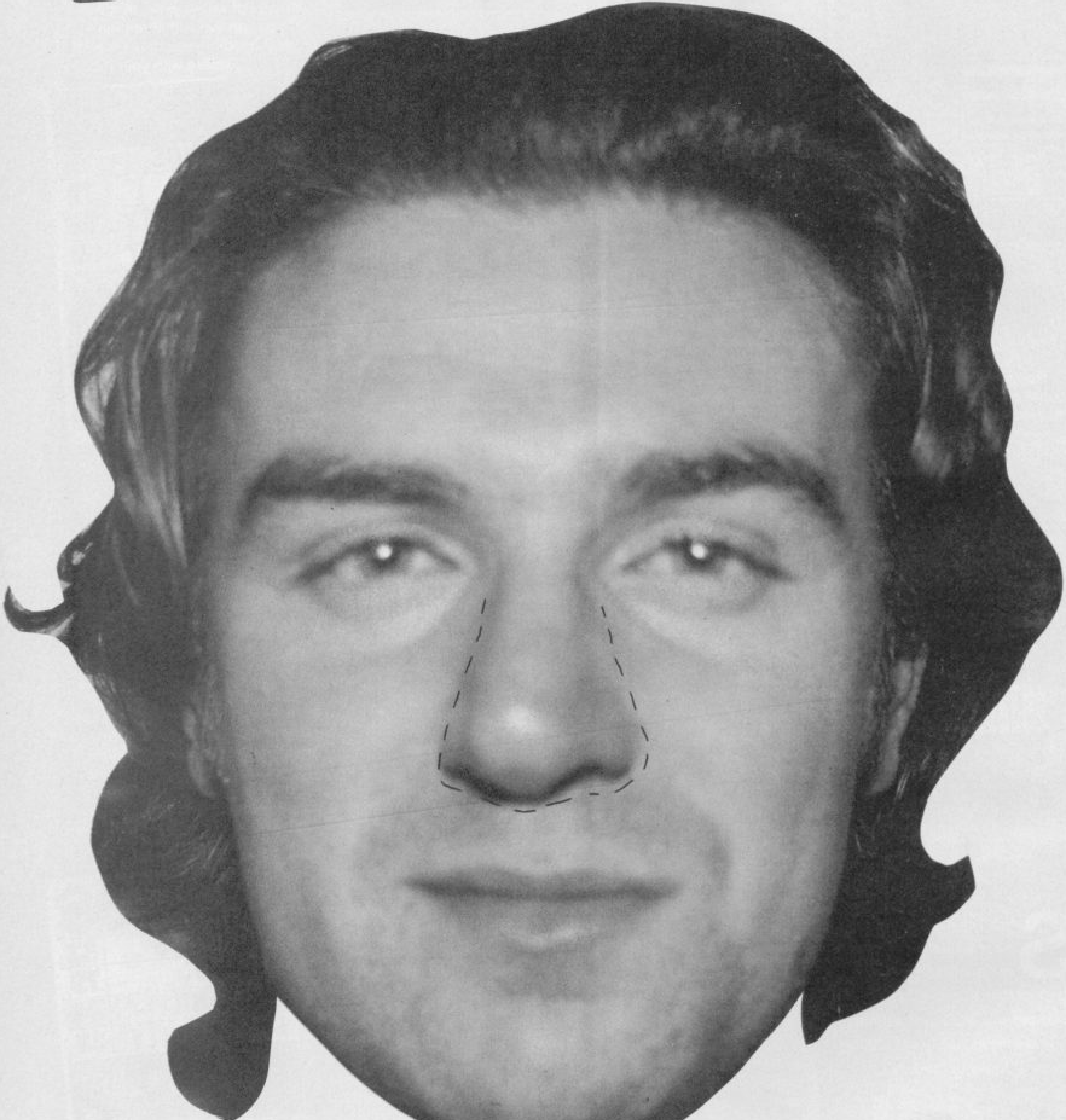
GRAPHICS	83
SOUND	79
PLAYABILITY	84
LASTABILITY	86
OVERALL	84%

Big Al Dykes

The Shoe People is likely to be a delightful learning experience for four to six year olds. It brings them together with characters they already know and love and combines this with some very usable new National Curriculum-based learning material. Best of all it's fun to look at, listen to and play. You can't ask for much more than that.

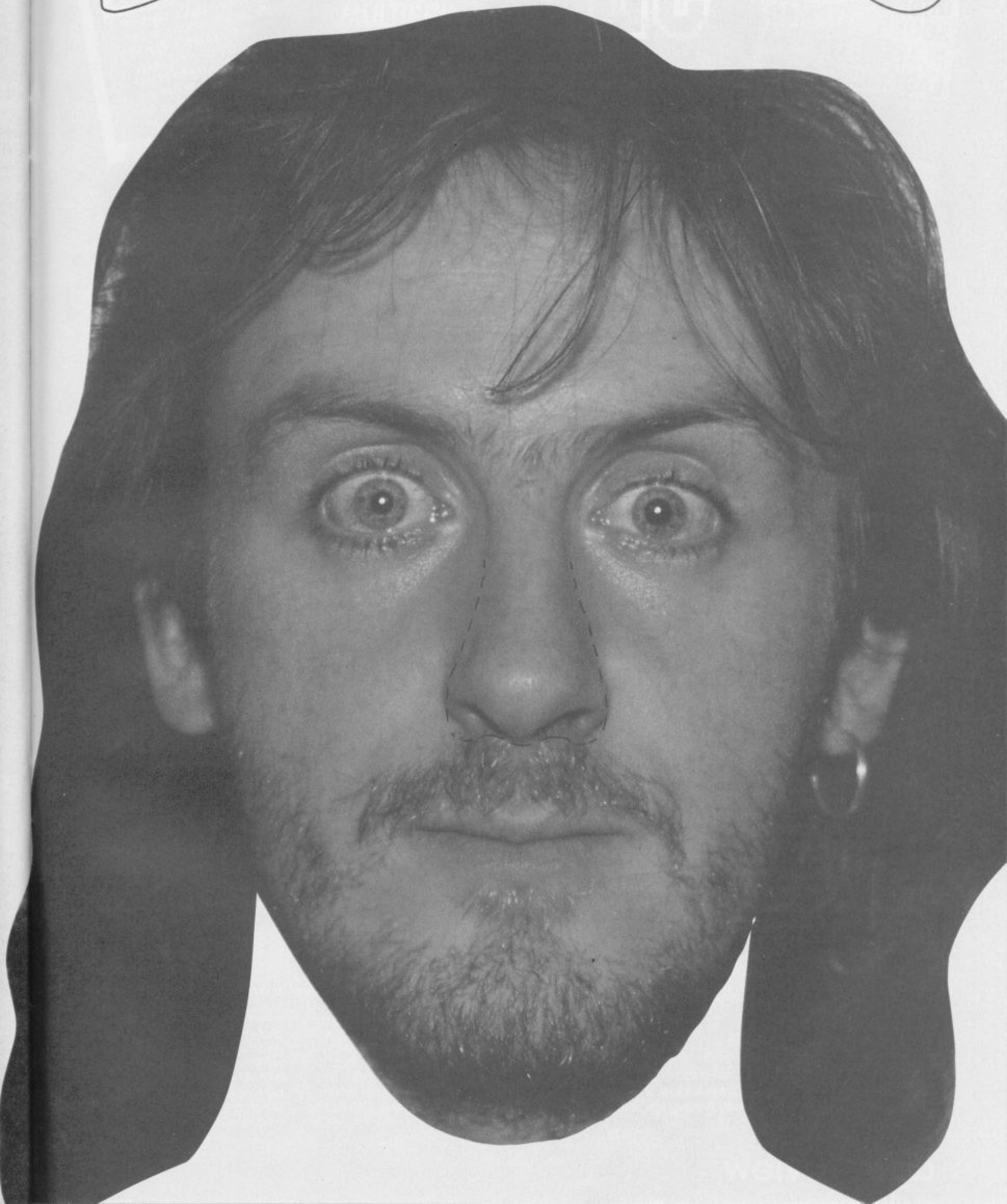


ALIEN



Yes! Now you too can be a top-class reviewer/alien buster with these handy cut and keep/frigthen the postman masks. Use them to ward off interplanetary interlopers, pregnant women and those nasty, time-consuming school detentions. Imagine the fun and hilarity of turning up to shool as a completely useless form of Irishman or a completely useless form of editor. Completely non-toxic, all you have to do is to paste the masks onto card, carefully cut them out and then attach a piece of string or an elastic band to the side holes. Now wear it and try to avoid the police!

BUSTERS



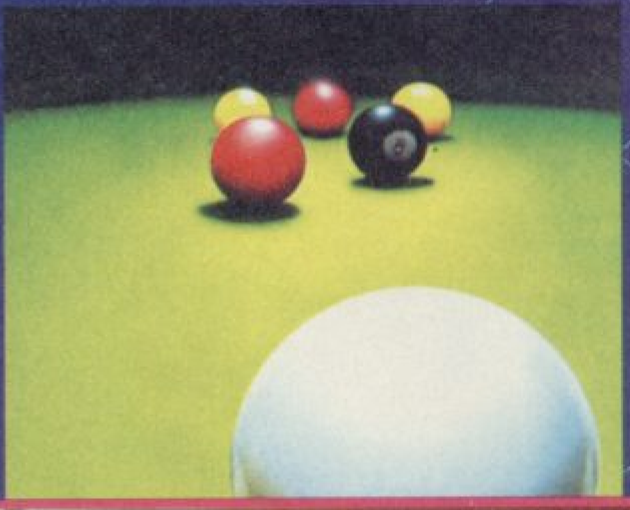
GAME: 3-D Pool LABEL: Kixx MEMORY: 48K/128K TAPE: £3.99

3D POOL

scores	
GRAPHICS	85
SOUND	60
PLAYABILITY	80
LASTABILITY	86
OVERALL	84%

Matthew Denton

3-D Pool is very satisfying to play and this game is something that you'll come back to time and time again for one more blast around the table.



Garth

Although the graphics seem crude, there's a lot of game here. And it's actually rather playable - especially with the wealth of options that are available. The 3D graphics are far from excellent, but once you've got used to them, you can put your head down and go for it!



Pool is a strange game isn't it? It's usually played by fat bellied, beer swilling blokes who hang around pubs (for more details, ask for ALAN).

Now snooker makes it to the computer screen quite often, but bust my balls if Kixx haven't brought Pool to our humble homes and in fine style too.

As opposed to the usual plan view of the table, 3-D graphics are used which are the weakest thing about the whole game. The table view can be rotated, flipped, zoomed into, zoomed out of and it all happens so smoothly that you might think you were playing the Amiga version (boo, hiss). Keyboard controls for all this are easily mastered, as are those for actually striking the cue ball, like changing the power of the shot or adjusting the spin. Sound is sparse, but atmospheric, with all the right clunking noises of balls against balls.



The cue ball always shoots directly up the table. The trick is to turn the table to get the right shot.

The graphics though strange and a little sore on one's eyes do look good. But what about the game itself? It opens with a vast array of options, including the chance to play tournaments, two-player and practice games and, best of all, a trick-shot mode. This sets up the balls in a certain way, and the idea is to pot all the balls with one shot, like all the flashy snooker stars do to get a round of applause and a fat fee.

You can even set up your own trick shots so that you can impress everyone with your potting prowess (even though it may be only two balls at once).

In tournament mode, the computer opponents are all extremely good and present quite a challenge. The game is also surprisingly addictive and will keep you "pottering" away at it for ages. Although it won't be to everyone's taste it's worth a shot to anyone with a mild interest in this sort of thing.





Mighty Mike, the computer player, is a real hustler and hard to beat



Well here's a mighty tricky shot. But luckily, it's the turn of the player who's got the stripey balls. Potting one could be tricky

HUSTLER

Pool is a game that is really about positioning - getting the white (or cue) ball into the right position. This is done with side, top and bottom.

SIDE - This actually spins a ball so that it bounces differently when it hits another object (especially the cushion.)

TOP - If you hit a cue ball further to the top, the effect is to make it roll further and to continue forward after it's hit another ball..

BOTTOM - Has the opposite effect, in fact enough bottom will cause a ball to roll back after hitting another ball. Useful if you have a straight shot to stop you going 'in off'.

ATLANTIS/SU SPECIAL OFFER!

Due to amazing demand in theFebruary issue, we're repeating the SU/Atlantis reader offer!! Choose two, four or six games from Atlantis

HOBGOBLIN

Try to recover the Golden Orb of Altoris in this 60 screen, bouncy arcade adventure. Increase your power with glowing daggers and increase your range with glowing arrows, as you power up to progress...

SUPERKID IN SPACE

Superkid uses his powers of flight and super-human strength to overcome alien forces and prevent the rape of the Earth of her minerals. He must find four detonators in order to complete each mission.

DOWNTOWN

A crime-bustin', arcade where you collect photographic evidence against a New York crime boss. Find the witnesses who can locate the four parts of the damning photo, but don't forget your bullet-proof vest and ammo. You must fight every inch of the way...

THE LAST VAMPIRE

Count Drac himself is the vitriolic vampire that you must kill, after first protecting yourself from bats and a band of pirates. Collect gold and silver coins to spend in 'Ye Olde Vampire Bashin' Shoppe'.

INTERALIA CERIUS II

Fly the Avenger V9 space fighter into an evil domain and blow things to smithereens in the name of peace. Pick up power-ups on the way and look out for the double and triple lasers, shields, ammo, extra firepower and keep an eye on your oxygen. If it runs out, you choke.

SPOOKY CASTLE

Princess Clare has been kidnapped by ghosts. Her hand, (and presumably, all the associated bits attached to it), has been offered in marriage to her rescuer. You must negotiate locked castle rooms, energy-sapping rabid bats and evil ghosts. Find the doorkeys, potions of energy and find out why her hand's worth so much...

SUuper Discount Form

Any two for only £4.99
Any four for only £8.99
Any six for only £11.99

Please allow two days for delivery

I would like: (tick as appropriate)

HOBGOBLIN
DOWNTOWN
SPOOKY CASTLE
SUPERKID IN SPACE
INTERALIA CERIUS II
THE LAST VAMPIRE

I enclose a cheque/postal order payable to SINCLAIR USER

NAME: ______________________

ADDRESS: ______________________

____

GAME: Italia '90', World Cup Soccer LABEL: Tronix MEMORY: 48k/128k TAPE: £3.99

Italia '90' WORLD CUP SOCCER

scores

OVERALL 73%

Paul Berry

Clear graphics and sensible control are spoilt by the sluggishness of the game. Fast paced-action it isn't but World Cup fans might fight their way through to the end of the road.



Garth

I never really got into this game - I actually prefer Manchester United and even Gazza 2. But if you think I don't know a football from a Black Forest gateau, then why not prove me wrong?

It's time to start the Mexican wave rolling out again because World Cup Soccer is back! Now for a budget price you can enter the contest (and try not to get knocked out by the Germans in the Semi Finals

The aim of this game is to win the World Cup, (surprise, surprise!) after winning the qualifying rounds. Once through, your team is off to Italy!

Whatever team you pick, must qualify in the group to go on to the second phase, then the quarter finals, semi-finals and then eventually the final. It's a long road to the final, but it is worth it when you get there.

The graphics are good and are detailed. You can choose whatever team you like from Japan to Cameroon. The players are easy to control and well defined but the game is a bit on the slow side which can become severely frustrating during matches.



Not a police identity parade, but in fact, your team. Sheesh!



The arrows indicate the currently controlled player. Go, go, go!!!

Midnight Resistance LABEL: Hit Squad MEMORY: 48K/128K TAPE: £3.99

Midnight Resistance

scores

OVERALL 84%

Mathew Denton

With a few reservations about the control method - namely moving your gun around - this is an excellent, fast and challenging game.



Garth

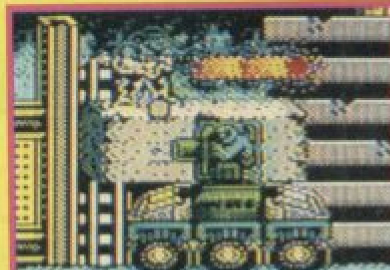
A must for all the fans of the amazing arcade machine, as it's a very accurate conversion of what must have been everyone's favourite arcade a few years ago.

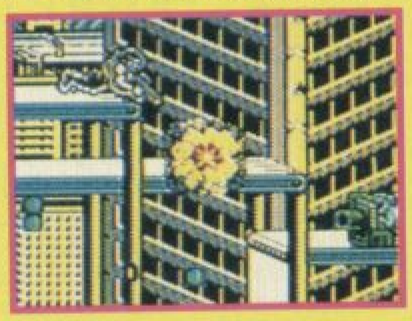
It's a laugh a minute being part of the elite Midnight Resistance squad. Not satisfied with just having extremely well polished boots and lugging around humongous, death-spitting assault rifles, they have now decided to fight against the evil invader King Crimson.

There's only one snag - all the team have been wiped out apart from you! They've also kidnapped your entire family - should you waste the kidnappers or give them a medal? Hey, don't forget that they've got your mum too!

Save your mum by fighting through nine levels of murder and mayhem. Enemies leap in from all directions and you can wipe them out with your chosen weapon (oo-er!), that can be moved into eight different firing positions for maximum devastation.

The graphics throughout are great. Detailed and colourful backdrops and lots of meaty explosions complement the animated sprites as they run around the jerky, but fast-scrolling play area, brandishing a variety of kick ass weaponry. Gameplay though can be annoying due to the difficult control method. But don't despair. This is a great shoot-'em up, which at the new price should definitely be in your collection.





GAME: Bismark LABEL: Summit MEMORY: 48K TAPE: £3.99

Bismarck

scores

OVERALL 70%

Garth Sumpter

Bismark will be a joy for strategists, and a nightmare for anyone who wants joystick-pumpin' action. Poor sound and graphics are a thin disguise for what is an excellent game.

Achtung! Achtung! It's the Bismark and it's sailing right on back to either death or glory as it enters the budget fight.

And you can elect to either blow her out of the water or try to command her to victory by escaping the British Admiralty Atlantic blockade.

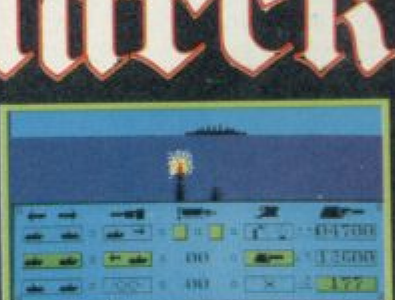
This is a well-balanced strategy game, with the British/German options adding variety. Apart from the overall strategy game, there is a fast set-up option that has you put straight into the action.

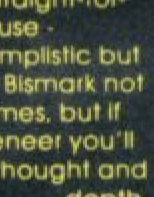
Your mission is to get the Bismark through the British fleet and off the southern edge of the map to safety or if you choose the British Navy, to sink the sucker before it escapes into the Atlantic and wreaks havoc with the ships there.

The game features firing the big guns, using radar to pinpoint targets, torpedoes and even using planes as spotter and/or attack aircraft. A damage control section is used to put fires out before they spread to engine rooms or magazines with even an option to use anti-aircraft in defence.

Play is icon driven and whilst simplistic, is straight-forward and easy to use - graphics too are simplistic but functional making Bismark not the prettiest of games, but if you scratch the veneer you'll find a game with thought and depth.







Big Al'

Strategy games don't have to rely on graphics and these are very basic. The game however, is far from it.

Garth: *The gun pumpin' action makes a worthwhile shooty and the animation whilst slightly jerky, scrolls quickly and keeps the game moving. I especially liked the way that you can crawl*



GAME: Multimixx 4 LABEL: Kixx MEMORY: 48K/128K TAPE£3.99

MULTIMIXX 4

scores

OVERALL 82%

Big Al Dykes

Kixx's Multimixx series usually provide good value for money, giving the punter three games for the price of one budget and this collection continues the tradition with all of the Gauntlet series on one cassette (except for the most recent and different one, Gauntlet 3D). Good games that are worth a look even if they are aging a bit at this stage.

"Sword and sorcery again", I said as I got out my wizard's costume and a big sword and prepared to do battle with the minions of darkness. "Don't be so ridiculous", said Tina as she got out her broom handle and hit me with it. Another day passed by uneventfully in SU Towers.

Gauntlet is quite an old game and it shows, but don't



be fooled by appearances, it's still a fun bash. The basic idea is to wade into armies of nasties including ghosts, demons, grunts (big club wielding nasties), stone throwing lobbers and various sorcerers, picking up food, magic potions and treasure and surviving as long as possible. You can play as any of four characters and the game has a two player option which is by far the best way to play it.

The other games are, The Deeper Dungeons, a gauntlet add-on, giving even more exciting levels and Gauntlet II, basically the same as the first but with updated enemies and dungeons.

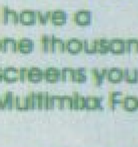
The game is played from an almost vertical viewpoint and you can see quite a lot of the dungeon and the enemies around your character. Graphics are very basic, the bad guys can only be identified by their vague shapes, colours and their fighting characteristics, make no mistake though they are identifiable. Sound is also basic but to be honest when you have a game with over one thousand different playing screens you can't go wrong. Multimixx Four is worth a look.

ISUI GOLD

Ivan Stewart's Off Road Racer LABEL: Tronix MEMORY: 48K/128K TAPE: £3.99

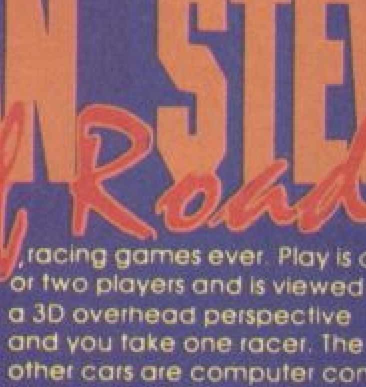
IVAN STEWART'S Off Road Racer

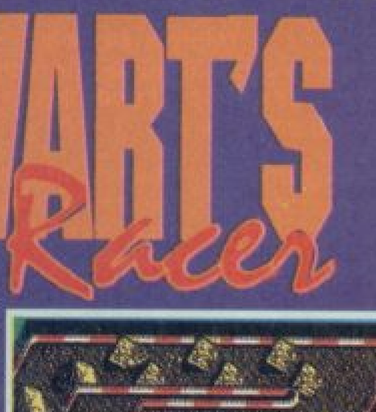
Alan *I'd not seen this before so imagine my surprise to find a budget game that'll knock spots off any of the full price games on release at the moment. Off Road Racer just leaves all opposition standing!*



Hurrah! Yes, hurrah for Ivan Stewart and his Off Road Racer, otherwise we wouldn't have a decent budget race game to review this month.

This re-release comes to the newly launched Tronix label and it's one of the best racing games ever. Play is one or two players and is viewed in a 3D overhead perspective and you take one racer. The other cars are computer controlled and boy can they race! You however must try to beat them, avoid damaging your car on the rough terrain and pick up the odd can of nitro to use when needed for a quick blast, whilst picking up any money bags that appear in order to buy tyres, faster engines, higher top speeds and new shock absorbers.





scores

OVERALL 94%

Garth Sumpter

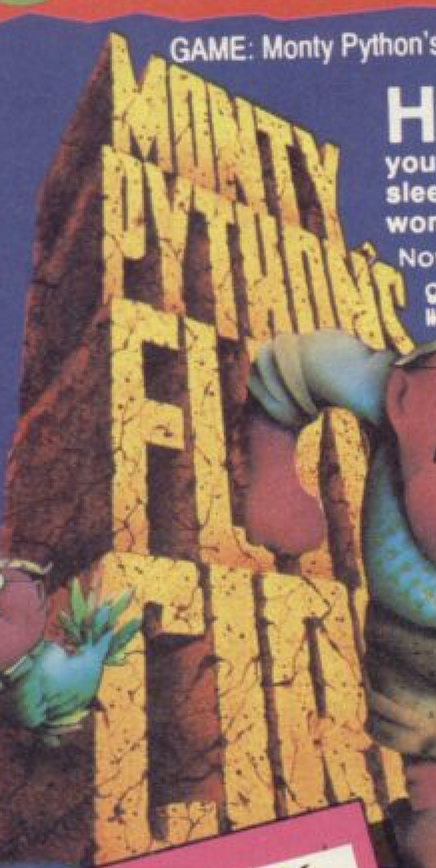
This is Spectrum racing games at their ultimate best. Off Road has good graphics, blistering gameplay and on 128K, excellent sound and music.

There are several different tracks to choose from and the action gets racier and pacier as you progress from track to track as you make your way through the season.

I can't place higher accolade on Off Road. It's a seriously excellent game, brilliantly programed and more playable than a one note xylophone.

BEST ISUI BUDGET

GAME: Monty Python's Flying Circus LABEL: Tronix MEMORY: 48K/128K TAPE:£3.99



SU SILVER

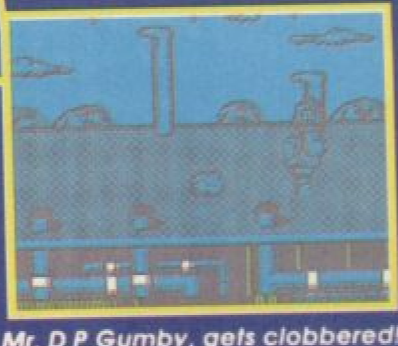
Hold on Garth, let me get this straight, You're a Lumberjack and you're o.k. You work all night and you sleep all day... so what's all this about women's clothing, eh?

Now, let's talk cheese as the whole game seems to revolve around this peculiar diary product and D.P. Gumby - the well-known spam fancier and long term dental appointment, late of Battersea who has been deserted by his brain, last seen complaining about cramped working conditions. In fact said brain has split up into four parts and gone on a variety of sunny package holidays. Poor Mr. Gumby must now recover them before relative sanity sets in. Gumby grey matter is collected over four crazy game levels each one of which contains a quantity of spam which has to be collected before continuing to the next level. There are hidden bonus levels, time bonuses and a large stock of smelly fish to shoot enemies and cheese with (or cheese and enemies, or cheese, spam and enemies etc...) with.

The graphics, based on Terry Gilliam's zany cartoons and are both funny and clear. Monty Python's Flying Circus is difficult but enjoyable and well worth a look especially through a periscope.



Brain prepares to lift off. This is what Garth Sumpter looks like on every Friday evening.



Mr. D P Gumby, gets clobbered!



scores

GRAPHICS	85
SOUND	68
PLAYABILITY	80
LASTABILITY	88

OVERALL 84%

D S Gumby

Sillier than a paper sausage attempting to do rump steak impersonations, Monty Python's Flying Circus took 20 years to convert onto computer which is almost as long as it took me to get a grant from the Ministry of Silly Walks. Now that I've got the Ministry's lolly and this lovely game I'm hopelessly happy and intend to travel the world as a bicycle repair man wearing purple tights. Get this game. It's a blinking good lark mate!

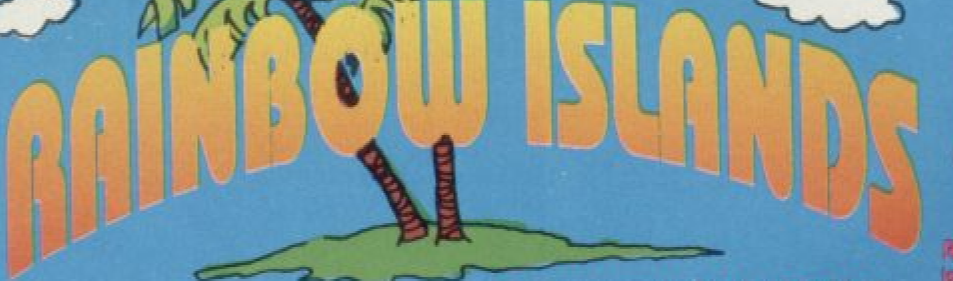
Garth



When it first came out it proved to be something completely different and like the latest set of Python repeats from the B.B.C. it's entertaining with good graphics and even a bit of a tune. And now we go over to BBC2 for highlights from today's 4x400m Nuns relay...

GAME: Rainbow Islands LABEL: Hit Squad MEMORY: 48K/128K : TAPE:£3.99

BEST SU BUDGET



Garth



Rainbow Islands is one most excellent game and has some of the best music ever on the Speccy. Tie this up with the excellent full colour graphics and you'll see why it did so well on the Rainbow Collection. If you haven't got it - get it!

At the end of the rainbow there's no pot of gold, but there is a whole new world where a piece of animated bubblegum awaits your presence for never-ending fun.



Rainbow Islands, a happy place, except for the bees that is! Ohh!

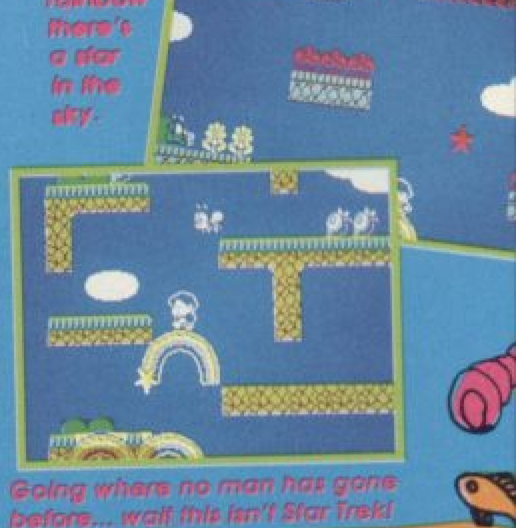
Rainbow Islands takes place in a wacky, colourful world where our hero must conquer seven dangerfraught islands. Each island has three levels all of which are tricky to complete but can be overcome by rainbow zapping all the nasty island creatures in your way. Get to the top of each level before the world floods and you drown.

At the end of each island you must defeat a guardian spider which, believe me, is difficult. And defeating the spider is the only way to get to the next island!

Starting off with three credits in the bank, the game can last ages with high scores increasing the amount of credits available thus improving playability and lastability. A very catchy theme tune will have you singing along like a choirboy while the cartoon-like graphics present a nice, detailed, picture though the main sprite isn't too impressive.

Rainbow Islands is a very addictive game which will keep you coming back for more. I would highly recommend this game, it's one of my favourites!

Over the rainbow there's a star in the sky.



Going where no man has gone before... wait this isn't Star Trek!

scores

GRAPHICS	92
SOUND	94
PLAYABILITY	85
LASTABILITY	92

OVERALL 93%

Paul Berry

Rainbow Islands. It sounds good. It looks good, and you can certainly play it. This is what a game should be like. You won't be disappointed.



THE ARCADE ADVENTURE

There's a challenge waiting for you at Microsnips. The only question is - are you good enough?

We stock a full range of games for all entertainment systems including SEGA and NINTENDO. Arcade, Adventure, Action, and Sport - they're all waiting to take you on. And while you're here take a look at our range of computers, accessories and compatible software - you won't find a wider choice anywhere.

So, what are you waiting for? Scared maybe?

COMPUTERS & CONSOLES

Sam Coupe	£169.95
Coupe Disk Drive	£89.95
Sam Coupe Plus One Drive	£199.95
Spectrum Plus 3 Computer	£119.95
Spectrum Plus 2 Computer	£99.95
Sega Megadrive and 1 Game	£129.00
Nintendo NES plus Super Mario Brothers	£79.95
Gameboy	£69.99
Gamegear	£99.99
Lynx	£84.95

WE ALSO STOCK A FULL RANGE OF GAMES FOR ALL SYSTEMS

JOYSTICKS & INTERFACES

NEW Zip Stick	£14.99
Spectrum +2 Joystick Adapter	£5.99
Quickshot Apache	£7.95
Konix Navigator	£14.50
Quickshot Python	£9.95

GRAPHICS & SOUND

Ram Music Machine	£49.95
Spectrum Colour Printer Driver Cassette £19.95 Disc	£24.95
Advanced Art Studio (128)	£24.95
Datel Genius Mouse & Art Studio (+3 version inc. Artist II)	£49.95
Artist II +3	£19.95

BACK-UP DEVICES

Multiface 1	£39.95
Multiface 48/128	£44.95
Multiface 3 Thru-port	£49.95

PROTECTIVE COVERS
(All covers stocked - call us)

Spectrum Plus	£5.95
Spectrum ZX	£5.95
Spectrum Plus 2/3	£6.95
DMP 2000/3000/ 2160/3160 Printers	£7.95

ORDER FREE SOFTWARE LIST WITH YOUR 1st ORDER!

OVERSEAS CUSTOMERS WELCOME.
Europe: As shown; other countries add 5%.
(Heavy items carriage extra).

DATA RECORDERS & ACCESSORIES

Datacorder with +3 or 48/128 lead	£24.95
Spectrum +3 Cassette Lead	£3.99
48/128 Cassette Lead	£2.99
Head Alignment Kit (Spec)	£9.95
Head Cleaner and Fluid	£5.99

UTILITIES

Hisoft Devpack +3	£17.95
Hisoft Basic +3	£26.95
Hisoft C +3	£27.00
Hisoft Pascal +3	£33.00
Hisoft Devpack 48/128	£13.95
Hisoft Basic 48/128	£22.95
Hisoft C 48/128	£23.00
Hisoft Pascal 48/128	£23.00
Masterfile +3	£29.95
Tasword 2 48K	£14.90
Tasword 3 (Microdrive)	£15.50
Tasword +2	£24.95
Tascalc +3	£27.95
Tasprint +3	£27.95
Tascalc (128/+2)	£22.95
Tasword +3	£27.95
Tas Spell +3	£27.95
Data Genie	£6.95
Genie 1 128 (for Multiface)	£9.95

EDUCATION
(FULL CATALOGUE ON REQUEST)

DISC DRIVES & ACCESSORIES

64K Wafas 2	£9.99
16K Wafas 2	£5.99
Plus D Disc Drive Interface	£69.95
Plus D + 3.5" Drive	£149.95
3.5" Disc Cleaner	£7.95
3" Disc Cleaner	£7.95
Microdrive Extension Cable	£9.95
10 CF2 3" Maxell Discs	£24.95
10 TDK 3.5" DSDD	£9.99
Microdrive Cartridge	£3.99
25 DSDD 3.5" Bulk "Kao" Discs	£18.00

AMERICAN EXPRESS · BARCLAYCARD VISA

INSTANT CREDIT FACILITIES AVAILABLE - ASK FOR DETAILS

MONITORS / TV

Atari Stereo/Colour Monitor	£249.00
Phillips Med Res Colour inc +2/+3 lead	£259.00
+3, +2 or +2A Scart Monitor Lead	£11.95
TV/Computer Lead	£2.50

PRINTERS & INTERFACES

Citizen 120D+ inc. +3/ +2A Lead	£159.95
Panasonic KX P1170 inc. +3/+2A Lead	£179.95
Star LC200 Colour	£259.00
+3/+2A Printer Lead	£11.95
Multiprint by Romantic Robot (works as Kempston 'E')	£43.95
ZX Paper Rolls* 5 for	£14.95
Alphacom 32/Timex Thermal Paper* 5 for	£11.95
Spectrum Colour Printer Driver Tape £19.95 Disk	£24.95

**Subject to availability*

SPARES & REPAIRS

Spec 48 Power Supply	£15.95
128/+2 Power Supply	£24.95
Spec+ Membrane	£11.95
ZX Membrane	£7.95
Spec +2 Repair	£34.95
ZX Spec Repair	£29.95
4164 Mem Chips	£4.99
4116	£4.99
Spectrum +2A/+3 Power Supply	£24.95



WE ARE NOW AN AUTHORISED DEALER FOR

Nintendo®

CHEQUE GUARANTEE NUMBER MUST BE WRITTEN ON THE BACK OF ALL CHEQUES TO AVOID DELAY.
OVERSEAS CUSTOMERS NOTE: Postgiro International accepted. NOT Postbank Postcheque. Books not taxable. Europe add £5. Non-Europe add £10. We reserve the right to charge carriage at cost.
UK POSTAGE AND PACKING: Items under £50 add £2. Items under £100 add £5. Items over £100 add £10 for Group 4 Courier ensuring delivery the day after despatch. Overseas customers (Europe): Full price shown will normally cover carriage and free tax. Non-Europe add 5% to total.
MICROSNIPS (SATELLITE) LTD. T/A MICROSNIPS.

BIRKENHEAD
MAIL ORDER AND PERSONAL CALLERS
25-29 Grange Road West
Birkenhead
Merseyside L41 4BY
Tel: 051-650 0500
Fax: 051-650 0506

MICRO SNIPS

ALSO AT-
MORETON
Unit 2,
248/252 Hoylake Road,
Moreton, Wirral.
- AND -
42 Hoylake Road,
Birkenhead L41 7BX.
Tel: 051-670 0798

This month in CHECKOUT we focus on games, whether they be for parties, friends or good old fashioned family fun - whatever your game needs, CHECK them OUT here!

GHOST CASTLE



Probably one of my favourite board games of all time Ghost Castle has come in many guises, but this 90's version is one of the best. Guide your characters around the board and through the haunted castle. Take it in turns to spin the wheel of fate and if you're lucky you could hold the destiny of your opponent in the palm of your hand. Drop the skull down the chimney and watch as the variety of traps spring into action and possibly seal your fate! Great fun and one you'll never grow out of.

Price £17.99

DON'T BREAK THE ICE



If you've ever played Kerplunk! where you must pull a series of coloured sticks from a transparent tube and collect as many marbles as possible by making them fall then this game will intrigue you just as much. With a twist in the game play instead of making things fall the key to this teaser is prevention. Your Eskimo sits precariously in the middle of a block of ice and using the hammers you must knock the ice out chunk by chunk forcing your opponent to let him slip. Great for parties - not least of all because at the start everyone thinks they'll win! *Price £5.99*

FRUSTRATION



Anyone who's old enough to remember Soft Cell and the grusome Marc Almond, should remember Frustration and I'm pleased to announce that it's still around today. One of the first games I ever played at parties when I was barely out of a pram, the object is to move your counter around a clear plastic board whilst sending your opponents backward with a pop of the dice which is encased in a 'popomatic' bubble. Instead of throwing the dice a jab on the bubble's surface does all the work for you!

Price £6.99



DOWNFALL



Executive toys have become big business with consumers, especially when they realised you didn't have to be an executive to buy one! So the next big boom in the mini game stakes will be travel toys. Already there are miniature versions available of all your favourite games such as Downfall, the puzzling game that trains you to be an expert safe cracker by the time your eight and Guess Who? The flip up matching face game. All are available through out the kingdom and at a fraction of the cost of their bigger brothers.

Price £5.99 each.

videos

JOE VERSUS THE VOLCANO

Tom Hanks and Meg Ryan team up for this well observed industrialists' comedy that will touch quite a few nerves with 9 to 5ers every- where. Hanks stars as Joe Banks, a born hypochondriac, stuck in a dead-end job working for a surgical instrument factory. On one of his frequent trips to the doctors he discovers that he is suffering from terminal brain disease and is told that he only has six months to live. Whilst trying to come to terms with his imminent death, Banks is visited by an eccentric and opportunistic businessman who makes him a proposition. The man

Price £7.48

DELIVERANCE

Ah! They don't make films like this any more. Burt Reynolds stars in this classic movie, at last released on video, about a group of survivalists white water rafting in the wilderness. The adventurous group get more than they bargain for when they stumble across a group of hill-billy cut throats in the backwoods. When first put onto film the violence earned it an 18 certificate but by today's standards, it's probably a stiff 15. Whilst

PRESUMED INNOCENT

Gripping films seem to be the order of the month and you will have to go a long way to find a plot as involved as this one. Harrison Ford is the respected, but suspected, New York attorney assigned to investigate the murder of a college graduate with whom he has had an explicit, illicit affair. How ever in his bumbling attempts to hide this crucial



ECK
U . T



The SU Clapperboard gives you the Checkout rating for each video that we reiview each month.

1 - It's a stinker! Don't buy / hire under any circumstances

5 - A work of sheer brilliance. A must have for any vid kid!

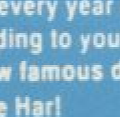




needs a rare mineral from a remote island who's inhabitants won't let it out of their sight unless a human jumps into their volcano. Joe has nothing much to loose, and as the billionaire has given him unlimited use of his Gold Card, he accepts the task. Many people will be able to relate to Joe's lifestyle of misery inflicted on him by his boss (Yeah right on! - Al) and so his acceptance of the offer is easily believable. However his involvement with the ugly Meg Ryan is not so easy to believe, especially as her gorgeous sister is after the same favours. As light hearted as a film about death can be and mildly amusing in places, this is definitely one for those who don't have a good book to read.



Reynolds almost single-handedly props supports the action parts of the film there are some fine perf -ormances and cliff hanging scenes induced by his co-stars. A celluloid experience that noone should miss. Although on T.V. almost every year a pristine copy is well worth adding to your collection if not only for the now famous dueling banjo scene. Yee Har!







fact during the case he finds himself being the prime suspect for the killing. Although he pleads innocence only his loyal wife believes him and whilst his boss and defence attorney think he's guilty she is the only one to stand by his side. A brilliant script and expert direction let the film totally envelope you until you doubt even your own opinion. A must for armchair sleuths and dicks alike.

CRYSTAL MAZE



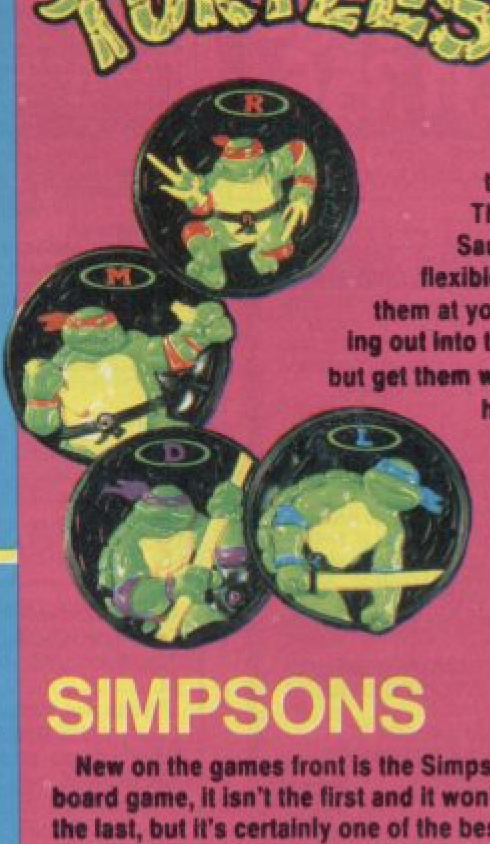
Now I know what you're thinking. This board game comes in a box the size of Batersea Power Station! Well you're almost wrong. Yes it is based on the popular television series, but no, replica life sized sets have not been included in the price. However there is a rather nice scaled down little city modeled on the actual obstacles that the hapless groups of yuppies and chinless wonders attempt to negotiate each week, and the whole cardboard extravaganza is extremely pleasing to the eye. As for the game itself that's rather a mystery as myself and Garth can't get out of the Crystal Dome to find out!

Price £22.99

TEENAGE MUTANT HERO TURTLES

T.M.H.T

Price £4.99



Frisbees? Thing-o-the past mate! But they're not. These Gloops are the latest adaptation in a long line of old themes from our turtle chums. The pizza guzzling Hero Turtles are back on new Sewer Saucers, emblazoned with the fab four in a fabulously flexible colour as a collectable quartet. You can hurl them at your friends or drag your dad kicking and screaming out into the street for a bit of nostalgia for all we care, but get them while they're hot!

61



SIMPSONS

New on the games front is the Simpson's board game, it isn't the first and it won't be the last, but it's certainly one of the best. Now you can journey through the Simpson's world and experience their humour first hand with a really entertaining mixture of trivia and general knowledge. But remember if you loose "Don't have a cow man!"

Price £19.99

TWISTER



Twister is the all time great party game that's become a classic (recently it featured in Bill and Ted's Bogus Journey where the unfortunate rascals have a game of the old bone breaker with Death!) Basically you and a friend must distort your body into a number of shapes dictated to by a spin on a colour coded wheel by placing either your hands or feet on the appropriate coloured blobs. Any one can play of any age, with maybe the exception of Granny Smith, and nothing beats getting drawn up against a rather saucy girlie at a party. So invest now or you could regret it in later years!

Price £5.99 each.

SUpermart SUpermart

TO ADVERTISE IN SUPERMART CONTACT TINA ZANELLI ON 071 972 6700

PHONE LINES



USE YOUR VOICE TO OUTDRAW THE GUNFIGHTER

DEAD OR ALIVE

WIN BIG CASH PRIZES

0898 313590



WIN-A-SEGA-MEGA-DRIVE

0898 313565



TREASURE ISLAND

CASH PRIZES

0898 313564

If you are under 18 years of age please obtain permission of whoever pays the phone bill.
INFODIAL POBox 36 LS1 4TN Call charges 36p Per Min Cheap 48p Per Min All Other Times

ONLY POOLS AND HORSES

FOOTBALL BOXFORM WRITTEN BY A FORMER POOLS EXPERT FOR LITTLEWOODS. THE PROGRAM HAS FORECAST OVER 50% MORE DRAWS THAN WOULD BE EXPECTED BY CHANCE, HOMES, AWAYS AND DRAWS SHOWN IN ORDER OF MERIT TABLES AND TRUE ODDS GIVEN FOR EVERY MATCH. SHOW AT A GLANCE THE TERMS CURRENTLY IN FORM AND THOSE HAVING A LEAN SPELL. AUSTRALIAN POOLS PROGRAM INCLUDED IN THE PRICE.

SUPER PLANNER BY THE SAME AUTHOR. FULL DETAILS GIVEN OF **OVER 400 ENTRIES** COVERING UP TO 57 SELECTIONS, INCLUDES **SINGLE & MULTIPLE** ENTRIES OF LIT PLANS, V-PLANS, EXPRESS, MAIL & MIRROR PLANS, FULL PERMS ETC. ALL ARE **FULLY CHECKED** IN SECONDS BY YOUR COMPUTER.

RACING BOXFORM SPEEDILY PRODUCES AN ORDER OF MERIT FOR EACH RACE. DESIGNED FOR FLEXIBILITY ALLOWING USERS TO AMEND THE PROGRAM IF THEY WISH. PRICE STILL INCLUDES THE HIGHLY ACCLAIMED HANDICAP WINNER - MORE THAN 1000 WINNERS EVERY YEAR OVER 25% OF THEM AT 5/1 OR BETTER.

PRICES (TAPE OR DISK) £19.95 FOR ONE, £29.95 ANY TWO, £39.95 ALL THREE

FOOTBALL TOOL KIT FOOTBALL BOXFORM, SUPER PLANNER AND A PLANNER TYPE PROGRAM COVERING LITTLEWOODS BLOCK PERMS.........£34.95

RACING TOOLKIT RACING BOXFORM PLUS 4 FURTHER PROGRAMS WHICH ENABLE YOU TO KEEP YOUR OWN RECORDS OR PRODUCE AND AMEND FORM AND TIME RATINGS...........£34.95

FREE WITH EVERY ORDER A PROGRAM TO WORK OUT ALMOST ANY BET.

PLEASE MAKE CHEQUES OR POSTAL ORDERS PAYABLE TO BOXOFT
BOXOFT (SU) 65 ALLANS MEADOW, NESTON,
SOUTH WIRRAL L64 9SQ
TEL: 051 - 336 2668

VISA

SPEC SUPPLIES

SINCLAIR SUPPLIES

+2 COMPUTER (INC 24 GAMES)	£99.99
+3 COMPUTER	£99.99
64K WAFES X2 £9.99 X5	£15.00
MEMBRANE (48\+ QL, ZX81)	£10.99
48 / 128 / +2 POWER PACK	£14.99
+2A / +3 POWER PACK	£29.99
DEFENDER OR MAGNUM LIGHTGUN	£14.99
KEMPSTON INTERFACE	£10.99
KEMPSTON JOYSTICK	£6.99
SPECTRUM DATACORDER	£19.99
+3/+2 CASS LEAD/+3 J-STICK ADAPTOR	£5.99
+2/+3 SERIAL / PARALLEL CABLE	£9.99
DUSTCOVER 48 + 128, + +2, +3	£2.99
4 CF2 DISCS	£8.00
LIGHTPEN AND SOFTWARE 128+2/+3	£12.99
AMSTRAD 3160 PRINTER	£110

SPECTRUM REPAIRS

ONLY £15 IF REPAIRABLE.
SEND MACHINE ONLY, PLUS FAULT DESCRIPTION. PHONE FOR 128 / +2 / +3 PRICES.

FAST SERVICE.

SEND CHQ / PO TO
OMNIDALE SUPPLIES
23 CURZON STREET, DERBY DE1 2ES
TEL: 0332 291219
DELIVERY NORMALLY WITHIN 7 DAYS

PLUS D HACKER/TOOLKIT/FILER

Works with Datesl plus D, Hack into Games, examine Graphics, inf lives, Dissasemble, enter pokes, compress Snapshot files, Ext basic, Tape-Disc, Disc - Disc, Database prog much more. 36K of machine code power for £8

MR S.J. NUTTING, 7 NARROW CLOSE, HISTON, CAMBRIDGE, CB4 4XX

SPECTRUM S/WARE HIRE

FREE MEMBERSHIP

Over 1,000 Titles
Monthly Prize Draw/Newsletter
* ALL POSTAGE PAID (1st Class)

Send SAE to:
SSH (SU), 32 Dursley Road, Trowbridge, Wiltshire BA14 0NW

REPAIRS

SINCLAIR REPAIRS & SPARES

Spectrum 48k, +	£18.00
Spectrum 128k, +2	£25.00
QL	£27.00

Prices are inclusive of labour, parts and postage.
Many spares and leads in stock.
ACE REPAIRS, Dept SU, Outways Farm, Pelynt, Looe, Cornwall, PL13 2NW
Tel: (0503) 20282

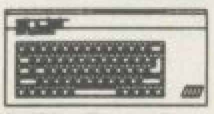
LINEAGE

DATELS PLUS D, +DUAL DRIVES
Plus D Disc Interface plus two 3.5" Disc Drives worth £200 sell for £80
Spectrum 128K fitted with professional sega elite keyboard £70. All above in excellent condition. Tel: 0223 235150

UTILITIES

P.C.G.

61b School Street
Barrow-In-Furness
Cumbria
LA14 1EW



Spectrum & SAM Software:

WordMaster the word processor	£14.95
Headliner graphic & title designer	£12.95
Typeliner desktop publisher	£18.95
DTP Pack (all three above programs)	£37.95
DTP Font Packs now available	£7.95
Font Packs #1 and #2	£12.95
Art Disks for SAM/Disciple & Plus D	£4.00

Prices for tape or 3.5" disk. For +3 disk add £2.00

Dot-Matrix Printers:

Citizen 120-D high quality NLQ printer	£150
Star LC10 superior quality, many features	£170

+3/+2A Cable: £10.95 48k/128/+2 Interface: £25
All printers are compatible with the DTP Pack.

Atari ST Computers

520 STFM Discovery Pack with 4 games	£279
520 STE Power Pack with 20+ ST games	£369

● ● ● FREE UK delivery on all items! ● ● ●

The DTP Pack

With the DTP Pack and an ordinary dot-matrix printer you can produce letters, signs, leaflets - even your own newspaper! The most powerful suite of software available for the Spectrum, for all systems from the 48k to the +3 and SAM!

Atari ST

If you're looking beyond the Spectrum, the Atari ST is the computer to go for. With 512k RAM, disk drive & mouse it's a complete system with hundreds of games, utilities and business software available.

Want more details? Send a S.A.E. now or Phone 0229-836957



IF AN ADVERT IS WRONG, WHO PUTS IT RIGHT?

We do. The Advertising Standards Authority ensures advertisements meet with the strict Code of Advertising Practice.

So if you question an advertiser, they have to answer to us.

To find out more about the ASA, please write to Advertising Standards Authority, Department X, Brook House, Torrington Place, London WC1E 7HN.

ASA

This space is donated in the interests of high standards in advertisements.

SUpermart SUpermart

TO ADVERTISE IN SUPERMART CONTACT TINA ZANELLI ON 071 972 6700

KOBRAHSOFT SPECTRUM AND SAM COUPE UTILITIES

SAM DICE DISC UTILITY:-NEW! Features READ; BACKUP; RECOVER erased files/lost data; REPAIR directories; DISC CHECK; LOCK OUT bad sectors; SEARCH for a string; RENAME files; FORMAT all or one track.
Price:- £12.95 on Disc

CD2 TAPE TO SAM DISC TRANSFER UTILITY:- NEW! Transfer the vast majority of your spectrum tapes to sam drive. gives superb spectrum tape compatability. VERY EASY to use. **PRICE £10.95 ON DISC**

SP7 TAPE TO +3 DISC UTILITY:- NEW! Transfer tapes to +3 disc, Now comes with a BEGINNER'S Manual, an ADVANCED User Manual, and a Encrypter Demo Tape. Also has a superb DISC CATALOGUER, and now will transfer FULL 128k programs. INCLUDES SP7 COMPANION - shows how to transfer many games. **SUPPLIED ON DISC AT:- £14.95**

SP7 COMPANION VOL 2:- Transfer 100+games. **Needs SP7 :- £4.95.**

SC7 UTILITY. NEW! Latest tape to tape backup utility will now back up virtually ANY program. **Price:- £9.95 on Tape.**

DMS +3 DISC MANAGEMENT SYSTEM:- NEW Version 1.1 now with printout, high capacity formats and extended directories, search. MENU programs. Easy to use:- **£14.95 on Disc.**

D.I.C.E.:- NEW Version 3.0 +3 disc utility. Now with high capacity format, data printout and disassembler. Lock out faulty sectors; Recover erased files and much more. Easy to use. " An Excellent package", CRASH Oct 88.
Price £14.95 on Disc.

SPECTRUM MACHINE CODE COURSE:- FULL Course from beginner to advanced level. Applies to ALL spectrums. Suitable for all. Free Disassembler AND Editor / Assemble **:- £20.00.**

SAM Z 80 MACHINE CODE COURSE:- NEW ! FULL COURSE SUITABLE FOR ALL COMPLETE WITH DISASSEMBLER AND EDITOR ASSEMBLER **£20.00**

PLUS 3 DIARY AND FILING SYSTEM:- NEW Version 1.1 with full printout. Superb filing system / diary from the +3 with large database, fast search / retrieve, biorythms:-**£12.95 on Disc.**

ALSO AVAILABLE:- SD5 TAPE TO M/D; SO5 TAPE TO OPUS; MTI M/D TOOLKIT; SW1 TAPE TO WAFADRIVE; SAM CT2 TAPE UTILITY; SM1 M/F SUITE. PLEASE RING FOR FULL DETAILS.

WE OFFER A FULL MONEY BACK GUARANTEE - BUY WITH CONFIDENCE UPDATE SERVICE:- SEND HALF NEW PRICE + OLD DISC FOR NEW VERSION.

Send cheque / p.o. to:-" KOBRAHSOFT", DEPT SU, " PLEASANT VIEW", HULME LANE, HULME, LONGTON, STOKE - ON TRENT, STAFFS. ST3 5BH. (OVERSEAS:- EUROPE add £1 P+P PER ITEM. others £2) Send SAE ("9x5") for detailed Catalogue - mark envelope "enquiry".

For more Information please phone:- 078 130 5244.
Access, Visa Welcome - please phone above number.
(24 hour, 7 Day service for FAST Mail Order).

REPAIRS

BENTLEYS

251 NEWCASTLE STREET
BURSLEM
STOKE ON TRENT
STAFFS ST6 3QW
TEL: (0782) 810485

5 FREE GAMES

WITH EVERY REPAIR (TAPE ONLY)

PLEASE QUOTE SU WHEN ORDERING

REPAIRS

48K SPECTRUM £20.00
128K SPECTRUM £22.00
EXCLUDING DISK DRIVE AND TAPE ASSEMBLY

SPARES

48K KEYBOARD MEMBRANE £6.00
48K + KEYBOARD MEMBRANE £8.50
48K POWER SUPPLY £11.50

ALL PRICES INCLUDE VAT AND RETURN (INSURED) POST AND PACKAGING

24hrs Repairs

Lineage costs **£6** (inc VAT) for up to 30 words.
Small Business **£20** (inc VAT).
Please send copy details with cheque/PO for payment to:
Sinclair User,
Priory Court,
30-32 Farringdon Lane, London
EC1R 3AU
Please write copy details opposite:

DIAL - A - TIP

CHEATS, TIPS AND GAME SOLUTIONS
CHEATS GALORE
0898 101 234
(FROM IRELAND RING 03000 21244)
MEGATIP GAMESLINE
0898 299 388
SAM COUPE HOTLINE
0898 299 380
SHADOW OF THE BEAST HELPLINE
0898 442 022
MAGIC POCKETS / RODLAND HELPLINE
0898 445 928
LAST NINJA III HELPLINE
0898 445 920
COMPUTER FUNLINE
0898 299 399
FOR FULL INFORMATION ON ALL OTHER HELPLINES, RING
0898 445 904
ALL SERVICES UPDATED WEEKLY

PROPRIETOR:- JACQUELINE WRIGHT, PO BOX 54, SOUTHWEST MANCHESTER M15 4LS
CALLS COST 36P PER MIN AT 'CHEAP' RATE, 48P PER MIN AT ALL OTHER TIMES.

COIN OPS

At last, Sega's first new release of 1992, plus newies from Capcom, Konami and Data East all brought to you from the man with the Chocolate Hobnobs and Tea (milk with one sugar please), John Cook.

This is usually a very quiet month in the arcade business, as everyone is saving up their new releases for the Show of the year - the ATEI held in London in a couple of weeks. However, judicious use of a pair of sunglasses, a crowbar, some drugged raw meat, a Jason Donovan CD, a large carton of whipped cream and a miniaturised camera enabled me to indulge in some serious industrial espionage and go where no SU journalist had gone before.

Hang on in next month, however, for ATEI news and pics including Virtual Reality Dungeons and Dragons (gasp), a totally excellent new sit-in two person moving simulator from newcomers to the arcade scene, Redifusion (who usually stick to making million pound flight sims for training pilots), a new pinball machine based on the Speilberg movie Hook.....and learn exactly how I did utilise that whipped cream.

Knights of the Round

CAPCOM

No - this is not a misprint. Capcom's latest masterpiece is called, yes, Knights of the Round. Now, the scholars out there might well be wondering - considering there are Knights and swords and chivalry involved in this thing - what the hell has happened to the Table bit of the title.



Don't ask us - ask the translators at the Japanese Capcom offices! Indeed - in days of old when knights were bold, no-one would have dared to tamper with Olde English Legends. But nowadays, anything goes! So the quest for the Holy Grail has now been converted into a three player vid, with you the player, given the choice of being Arthur (Long Sword, well balanced in Power and Speed), Lancelot (Scimitar, bit of a wimp and fast on his feet) and finally Perceval (Axe, built like Arnie). The scam is that one, two or three of you wade your way through horizontally scrolling scenery packed with all sorts of bad guys - in search of the Grail.



Controls are simple enough, with 8-way joystick and two fire buttons - one jumping and the other slashing with your weapon. Take a hit and your power meter at the top of the screen goes down. Grab extra power by slashing at bits of scenery which then disappear to reveal goodies - food or dosh. The opposition - swordsmen, barbarians and massive guys on horseback - have their own separate power meters at the bottom of the screen - and you'll find that they all need more than a few whacks to send them back to Valhalla. The overall effect comes in a bit like Golden Axe - so if you liked that one - now a couple of years old - then Knights of the Round is going to be your cup of tea. Otherwise, give it a miss eh?

Addict Factor 78

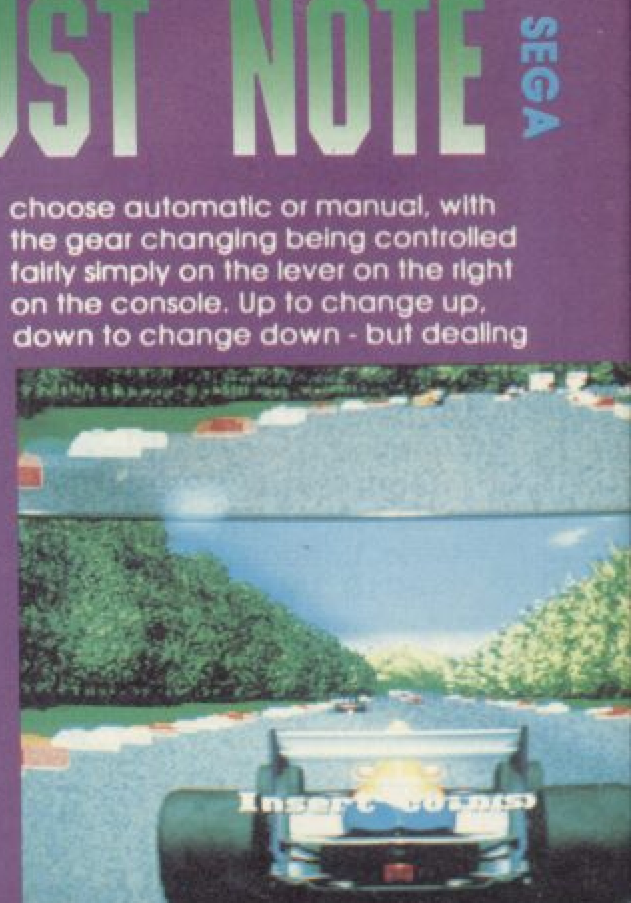
F1 EXHAUST NOTE

SEGA

It seems like ages since Sega came up with a new game - maybe they've been busy doing other things? Still, F1 Exhaust Note is now here and although it's not anything that is going to change the face of video gaming - if you are into car racing, it's well worth a try.

As usual with Sega, it's the technology behind the game that impresses more than the game itself - using the neat routines that found their first outings in GP Rider. From your view behind you F1 car, a realistic, supersmooth scrolling track, complete with road camber and slopes, whizzes by....or not, depending on how skillful you are.

At the start of the game, you can choose automatic or manual, with the gear changing being controlled fairly simply on the lever on the right on the console. Up to change up, down to change down - but dealing



Preview

Asterix

KONAMI

Now - no comments about the game itself - as it's still at prototype stage, but it looks like Konami are going to do a coin-op based on the famous cartoon character, Asterix the Gaul. As you can see from the pics, it looks absolutely wonderful (it sounds it too) and if Konami can get some decent gameplay into the thing, they'll have a real winner on their hands. Meantime, just look at those screenshots, ohhh!!!







ROHGH ARMOUR FORCE

DATA EAST

OK. Ever played a vid and decided to yourself that you wanted your spaceship to, say, go that bit faster - even if it meant having slightly weaker shields? Or maybe you have superfast reactions, so don't need that extra speed....but wouldn't mind some extra firepower. Or maybe you're a complete spaz and want extra shielding, massive defensive firepower, a nuclear fallout shelter and a change of underpants. Well, if this is the case then Rohgh could be for you, baby! As it happens, Rohgh - and any guidance on how to pronounce that from the fluent Japanese spearers amongst the SU readership would be most welcome - has a scenario that follows on from that OK game Vapour Trail, with the baddies of Lagnelok regrouping somewhere in Oceania and you - the brave fighters of Ku-Ga - have to go on in there again to fight the good fight.

On the face of it, the game looks like a slick space age version of Silkworm - two player, metallic graphics, surface and air action - and on that level is still very fast, smooth and clean. But the most interesting advance about it is the fact you can not only select your spacecraft to start with - like you could in Vulcan Venture - each one with different characteristics, but you can actually construct your own craft out of basic building blocks before the action starts!



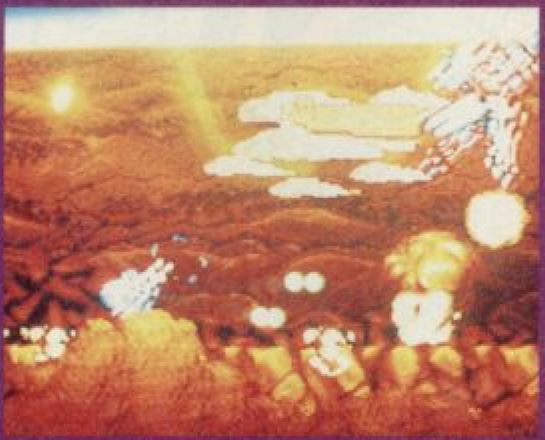
Each craft is made up out of three constituent parts, each with four options. For your body part - holding the main weapon - the choice is out of Homing Missile, Electrotrigger, Flame Launcher and Grenade Launcher. The Arm is your choice of close combat weapon; Nuckle Shot, Beam Sword, Iron Claw and Pile Bunker. Finally your Leg portion, a 2 Leg Walker, a 2 Leg Hover, a 4 Leg Crawler and 6 Leg Wheeler. These vary in armour strength and mobility.

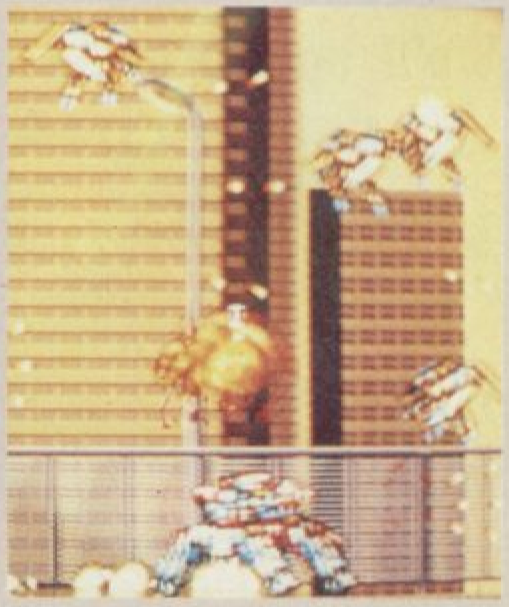
Using a reasonably easy to understand matrix system, you make your selections and then try out the new motor in battle with the bad guys.

The horizontally scrolling action sees you blasting about the place in Transformers-like kit, dealing out seven different types of bovver to the thousands of enemy sprites that are effortlessly whizzing about the place.

In the meantime, there are sundry power-ups and weapon boosters you can pick up, while dodging between the flak. And even if you take a few hits, it's not all over then - as you eject from your blazing vehicle and continue blasting away in diminutive form. One last hit in this incarnation and it's the big 'GAME OVER'. With slightly better than average action plus the inspired player selection, Rohgh is, if not a classic, well worth a handful of loose change.

Addict Factor 84







with a six gear box can get a trifle confusing. Best advice is to stick to auto until you've learned you've learned the track.

Other controls are bog standard driving ones - steering wheel, gas and brake pedals. Don't forget to use the gearbox as a brake if you're on manual.

The track itself doesn't appear to be based on any single real one - but is full of fast corners and tricky hairpins to challenge any potential champion.

There's a set amount of time to start the game - with extra time given when you pass the finish line each lap. Four laps finishes the race.

Although there is a single player version - as usual it's much better if you can have a go on the two player version - playing against a friend. It's amazing how the competitive edge can sharpen up you performance by a couple of seconds a lap.

However - even though this is without doubt, the most impressive driving sim so far, in pure technical terms, there's still not a game to touch Final Lap II for real multi-player fun....and it looks like Sega need to go back to the drawing board and balance F1 Exhaust Note for gameplay tweaks to convert this one into the classic that it should be.

Addict Factor 78

next month



ON TAPE



STEG A PLAYABLE DEMO FROM CODEMASTERS

BEWARE THE IDES OF MARCH - THE ROMPING ROMAN ISSUE

We'll be throwing all the latest Software to the Icons including STEG, BONANZA BROS and MEGA TWINS

PLUS

WIN A GAMEBOY

More Games on the Great 8 Tape

Free Software Giveaway with SUCK UP FOR SOFTWARE

OUT MARCH 18TH !!





Impulze presents the game no-one else dared bring you...

On a hot Ramsay Street day there's nothing better than slipping a few burgers on the Barbie and challenging your friends and Neighbours to a lighthearted race. Naturally everyone chooses their favourite vehicles. Henry the gardener rides his souped up grasscutter and mechanically minded Charlene scoots around in a nippy go-kart.

Of course life in the top rated soap is never that simple. Mrs Mangel doesn't approve of such antics and will stop any unlucky contestant with her dreaded rolling pin. Bouncer the dog runs loose around Ramsay street and the local Wildlife Park reports that several of their kangaroos have gone missing!!

Add to that a jogging keep-fit Harold and Bruce Bruce, the outback opal prospector determined to make his fortune, and you end up with a fast action game over-flowing with thrills and spills.

SPECTRUM




THE NO-HOLDS-BARRED
SMASH
GAME SHOW OF THE FUTURE
TV
IT'S A SMASH HIT!
"It's absolutely, definitely a Megagame... sell your family to buy SMASH TV!" YOUR SINCLAIR 92%
"SMASH TV has all the pace and action of the coin-op, Ocean's best conversion to date" CU AMIGA 90%
"Non-stop action... terrific speed... great sound effects... just fab in every way!" COMM. FORMAT 97%
"The game the home computer market has been waiting for... it's smashing!" AMSTRAD ACTION 96%
"SMASH TV grabs you by the throat and just won't let go - how Ocean managed to get all this into one load is beyond me. Buy or die!" ZZAP 64 93%
"SMASH TV is one of the best games this year... fast, frantic... simply a must-buy." CRASH 97%
SPECTRUM
AMSTRAD
COMMODORE 64
ATARI ST
AMIGA
© WILLIAMS ELECTRONICS GAMES, INC
"ACCLAIM" AND MASTERS OF THE GAME™ ARE TRADEMARKS OF ACCLAIM ENTERTAINMENT INC.
OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS · TEL: 061 832 6633 · FAX: 061 834 0650